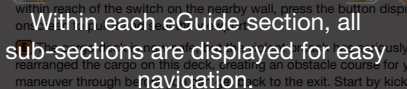


The main menu puts all of the eGuide sections for *Bulletstorm* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

For any other questions about your eGuide, check out the help button.



5 The resulting explosion ruptures the viewport causing Rell and Gray to be sucked toward the breach. After slamming into the bulkhead, Gray reaches up and grabs hold of a pipe. Press the buttons shown onscreen to shimmy hand over hand along this pipe. Start with your left hand, then reach out with your right hand. Instead of frantically pressing these buttons, establish a steady rhythm to advance along this nine-one hand at a time. When you're within reach of the switch on the nearby wall, press the button displayed onscreen.

**Within each eGuide section, all sub-sections are displayed for easy navigation.**

Whenever you must click an object, a button cue is displayed showing you exactly what to do and where. You can climb over most low objects whether a button cue appears or not. Finally, follow Rell to a low crawl space. Click and hold down the left control stick to Crouch and move through this low passage. Once you're within the crawl space, you no longer need to hold down the left control stick—as long as there's a low ceiling overhead, you'll remain crouched. But while out in the open, you must click and hold down the left control stick to remain crouched. This is critical when taking cover be-

**T** As you near the door, Doc can be seen on the other side. He says the door is stuck on something. Take aim at the control panel to the right and open fire with your Peacemaker Carbine. All it takes is a short auto-burst to destroy the panel, causing the door to slide open. Rendezvous with Doc on the other side and follow him through the next corridor.

**New Objective:**

- Get to the Bridge

**New Objective:**

- Get to the Bridge

Wait for Rell to open the door ahead then follow your crew mates into the next corridor. Meanwhile, Ishi reports in from the bridge over the ship's comm-system. Apparently, he's run into trouble and needs Gray to get to the bridge fast. Press and hold down the button displayed on the screen to run. Continue holding the button while following Rell to the elevator. While running, you have less lateral control, making it difficult to make sharp turns. So it's best to face the direction you wish to travel before running. Rush into the elevator, but wait for Doc to catch up before throwing the switch.

## Spectre: Bridge

As Gray, Rell, and Doc reach the bridge, Ishi reports that he was following leads of Confederate supply liners. But when he came out of warp, the Confederate's prized warbird, the *Ulysses*, filled the viewscreen. Ishi is prepared to escape, but Gray has other plans. General Sarrano is most likely onboard the *Ulysses*, making it a target too juicy for Gray to pass up. Ishi protests, realizing Gray is completely drunk. But Gray presses forward and orders an attack on the *Ulysses*, despite Ishi's dire prediction of the outcome.

Gray then rushes to the controls of one of the ship's gun turrets, eager to exact his revenge on Sarrano.

**New Objective:**

- Destroy the Ulysses

**New Objective:**

- Destroy the *Ulysses*

**10** During this sequence, you're in control of a gun battery as Dead Echo's ship makes a strafing run on the massive Confederate flagship. The *Ulysses* is armed with several external gun turrets, so center your sight on these weapons and destroy

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# INTRODUCTION

## THE STORY SO FAR. . .

Man has been traveling the stars for centuries. Long ago, five planets were colonized and human populations flourished. Over time, however, disputes led to small skirmishes. It is illegal by Confederate law to call them wars, but nevertheless, body counts soared. Bloody battles broke out on mining colonies, Battleliners clashed over boundary disputes and ice fields were savagely fought over. The more humanity needed, the more they had to fight over.

To keep the union of colonies intact, the President of the Confederation put together the Central Confederate Unit of Resolution (CCUR). Its purpose—to put down any skirmish that broke out. To start a fight with your neighbor could lead to intervention by the CCUR; once called for, it would subdue, with extreme prejudice, anyone involved in the conflict. By the time the fighting was halted, the CCUR had a fleet twice the size of any one of the colonies' armadas. With the fighting over and the CCUR draining dollars, the members of the Confederation all voted to disband it.

That was five years ago. Today the CCUR continues on. Unbeknownst to anyone, CCUR leader General Victor Sarrano has plans to instigate a full-fledged civil war. Once started, it will return the CCUR to its former glory, and grant him the right to declare martial law—and the right to become the ruler of the Confederation.

## Characters

### Grayson Hunt

Gray is the leader of Dead Echo, currently a band of space pirates. During their time under the command of General Sarrano, Dead Echo did deplorable things; they were always lied to about the circumstances, and always convinced it was for the good of the Confederation. Eventually, Ishi discovered the truth; Dead Echo was being lied to, misused—they had become Sarrano's executioners. Once the truth was known, the band of brothers stole a Battleliner and fled. Gray went wild and medicated himself with

substances to forget the horrible things he'd done with Dead Echo—oh, but the nightmares, they never end.

Gray was once very close with his first captain, Ishi Sato. They were best of friends from their days in the Confederation Military Academy. Gray had lost his family a year before he joined. They were killed over a space border dispute as they traveled to colonize the fourth new world. Gray wanted to join the force to make sure no one else lost his or her family to such nonsense. Ishi became Gray's only family.



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Years later, after Ishi informed Gray the truth behind Dead Echo’s operations, Gray grew distant. The more Ishi would attempt to help Gray, to keep him sane, to help him retain his humanity, the farther Gray away would push. Ishi is not happy with his friend’s choice to pirate Cargoliners, it’s no secret. Thom once joked that Ishi only sticks around to play mother-good-conscience to Gray. The joke was close to home. Ishi stays for just this reason, to aid his old friend no matter how low he sinks.

Ishi Sato

Ishi Sato is the son of Kose Sato, one of the galaxy’s wealthiest men. Kose, the founder of Sato Colonial Developed, was no fan of the newly formed Central Unit as he suspected General Sarrano’s methodology would hurt new development, thus threatening all of his new business building new cities on new worlds. When Kose’s youngest son Ishi left to enter the Confederation’s Military Academy, Kose offered Ishi enough wealth to purchase an entire city of his own, anything to dissuade him from joining the force. Ishi told his father, “Without an end to war, the fortune you offer me would mean nothing.”

As they went through basic training, Gray and Ishi became best friends. General Sarrano selected them personally to lead his most elite new guard, Dead Echo. As they served the general, Ishi began to feel that he and the team were not being told the truth about their missions. Exploiting his father’s influence, Ishi dug into records and found that his suspicions were correct. He and his friends stole a Battleliner, and disappeared.

As Dead Echo began to sink into the life of pilfering pirates, Ishi remained the voice of reason. Despondent Gray had succumbed to the debauchorous influence of Rell, party animal. As Gray and Rell become closer friends, Ishi was hurt but he still stuck around; he never gave up on Gray.



Dr. Whit Oliver

Whit is a father figure to the crew. Graying and overweight, he fits the role. A good ol’ boy from Tennessee exuding the Southern charm of a gentleman, he’s also the best field surgeon around. You get shot up, Whit is the guy you want stitching you. An expert engineer as well as a doctor, he was one of the first people brought in to develop the “Hack and Weld” method of in-field limb replacement. He’s trained in arm, leg, finger, and toe replacement. For any limb blown off in battle, he can attach a robotic one in fewer than two minutes.

He and Gray don’t always see eye to eye. Whit often sides with Ishi on issues. The years spent as a pirate don’t settle well with Whit, but as a wanted man, what other choice does he have?

Rell Julian

Rell is a French-Canadian explosives expert with a taste for booze and womanizing. Rell had a middle-class upbringing, but did poorly in school. He always showed a natural aptitude blowing up things like as cars. Rell was chosen for Central Unit and bailed out of jail by General Sarrano. Rell was docked as many paychecks as he earned while under the command of General Sarrano.

Despite his knack for insubordinate behavior, Rell is a guy any space pirate would want on their side. He’s fearless, and the first guy shooting every time—sometimes when he shouldn’t. Rell and Gray have a close friendship born from a mutual love of being intoxicated.

General Victor Sarrano

General Sarrano, leader of the CCUR, at one time the most powerful man in the galaxy—he took to it. During his years of playing “peacekeeper” to the Confederation of Humanity he gained a reputation as a mad man, the very presence of one of his Battleliners in a quadrant would quell most planetary skirmishes, better to give up the fight than to see what manner of lethal force Sarrano would use. There are rumors of grand atrocities, entire Transportliners missing, satellite colonies that had unfortunate technical difficulties leading to the deaths of all onboard. The rumors grew by the year. None could be corroborated as no witnesses were ever left alive.

His most trusted band of mercenaries, known as Dead Echo, was at the top of the rumor list. No one had any idea what any of the members looked like; no one who met them had survived. They were a band of ghosts who made entire colonial cities vanish. They were the thing parents used to frighten their children into eating their vegetables. Imagine Sarrano’s displeasure when Dead Echo learned the truth about their misuse, stole his prized Battleliner *Spectre* and went AWOL.

Trishka

Trishka is the daughter of a human rights leader who was coldly assassinated. Though she never got a look at the men who did the killing, she dedicated her life to becoming an elite assassin herself, that she might one day find her father’s killers and pay them the hell back. To this end, ironically, she joined Final Echo, the premiere covert squad in all the colonies. Lead by General Sarrano she became an Echo Assassin, one of the most deadly in the universe. She is tough, fierce soldier with a no bullshit attitude.



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## HOW TO PLAY

*Bulletstorm* puts you in the boots of Grayson Hunt, as he and his crew struggle to survive on a hostile world. Before jumping into action, take a few moments to review the controls and interface. If you've played other shooters, the gameplay is very intuitive and easy to pick up. All aspects of gameplay are also covered in the campaign's prologue, where you're walked through how to perform each action, step by step.

### Xbox 360 Controls



### Playstation 3 Controls



For the PC, standard mouse-keyboard controls are recommended. However, the PC controls are completely customizable, allowing you map actions to any key or mouse button.

### Interface



- 1 Skillshot Notification:** Every time you perform a skillshot, text appears on the screen listing the skillshot and the skillpoints earned. The color of the text also notes the difficulty of the skillshots. Easy skillshots appear as blue text, medium skillshots are yellow, and hard skillshots are red.
- 2 Dropkit Notification:** Anytime you're near a dropkit, this line of text appears in the top right corner of the screen. Continue searching until you find the dropkit and interact with it using the leash. Dropkits are your source for ammo, upgrades, and new weapons.
- 3 Clip Ammo:** This large number in the bottom right corner of the screen indicates how much ammo remains in your selected weapon's current magazine. If you run out of ammo, Gray automatically reloads. But make a habit of manually reloading before this number reaches zero—you don't want to run out of ammo at the wrong time.
- 4 Reserve Ammo:** This small number indicates how much ammo you have in reserve for the selected weapon. The amount of ammo you can carry for each weapon can be increased by purchasing ammo capacity upgrades.

**5 Charged Shots:** The red dashed lines below your ammo numbers shows how many charged shots you have for your selected weapon. Charged shots can be purchased from dropkits. Once the feature is unlocked, you have three charge shot slots for each weapon. But this number can be increased by purchasing charge shot capacity upgrades. All weapons support a maximum of nine charged shots.

**6 Thumpers:** The blue dashed lines below the charged shots represent how many Thumpers you have for your leash. Thumpers are leash-based attacks capable of launching multiple enemies into the air with a powerful shockwave. Once unlocked, you have a maximum of three Thumper slots for your leash, but this can be upgraded to a maximum of nine. Thumpers are expensive and must be purchased individually, so make each one count.

- 7 Ammo Pick-Up:** By picking up dropped weapons and ammo boxes, you can partially replenish your ammo stores. When you pick up ammo, an image of a weapon appears along with a number. The image represents which weapon the ammo is for and the number indicates how many rounds you've acquired. Every bullet you can scavenge is one less bullet you have to buy from a dropkit, so go out of your way to search for ammo at the end of every firefight.
- 8 Skillpoint Total:** Every kill and skillshot you perform earns you skillpoints. This number represents the total amount of skillpoints earned. Skillpoints are the game's currency as well, and can be spent on ammo, upgrades, and new weapons at dropkits. So don't hoard your skillpoints. Spend them on better equipment so you can earn even more skillpoints.
- 9 New Skillpoints:** Every time you kill an enemy and/or perform a skillshot, the skillpoints earned from your action appear next to your skillpoint total. After flashing on the screen for a few seconds, this number is then added to the skillpoint total. Skillpoints can also be earned for destroying newsbots and electrofly swarms.



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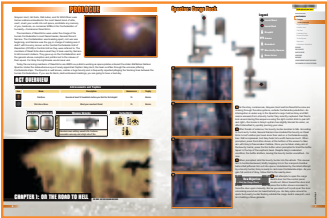
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HOW TO USE THIS GUIDE

Welcome to the official game guide for *Bulletstorm*! Now that you know the backstory and have familiarized yourself with the main characters, it's time to get to work. The information in this guide includes everything you need to get the most out of the single-player campaign and the Echoes and Anarchy modes. Here's a brief summary of what you'll find within the guide.

Campaign Walkthrough



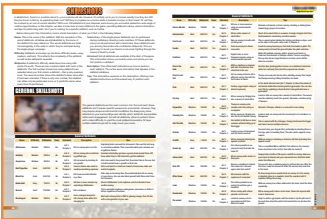
Notorious space pirate Grayson Hunt and his Dead Echo crew are stranded on Stygia, a strange world populated by territorial psychopaths, mutated cannibals, and carnivorous plant life. The campaign walkthrough provides everything you need to survive this hellish planet, with detailed breakdowns of every skillshot, weapon, and enemy. The locations of all collectibles are also revealed on each level map, including every electrofly swarm, newsbot, and Nom juice bottle. So whether it's a secret skillshot, collectible, or achievement, the walkthrough has you covered, ensuring you don't miss a thing.

Echoes



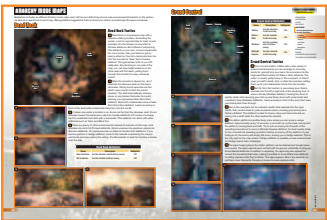
In Echoes, you're challenged with replaying through portions of the single-player campaign while attempting to post a high score. Echoes levels are also timed, making it vital to complete each challenge as quickly as possible to attain a time bonus. In this chapter, we cover exactly how many points you need to achieve a three-star ranking on each Echoes level. Skillshot recommendations are also included, helping maximize your skillpoints during each frantic firefight.

Skillshots



*Bulletstorm* is all about killing with skill. In all, there more than 100 different skillshots you can perform, each requiring a precise set of actions and conditions to pull off. Every skillshot is covered in detail, including the difficulty level, skillpoint value, and at what point in the game each skillshot can be unlocked. All secret skillshots from the campaign are also revealed, covering unique skillshots that can only be performed on certain levels.

Multiplayer

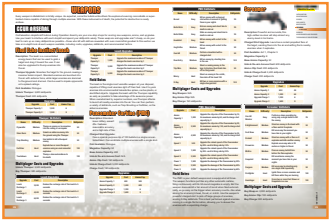


The cooperative Anarchy mode pits you and three teammates against wave after wave of enemies in arena-like maps filled with all sorts of nasty environmental hazards. But Anarchy mode isn't just a game of survival. Instead, you must utilize teamwork and skillshots to post a high score to advance through each wave of enemies. This requires precision, coordination, and communication. The chapter covers all six Anarchy mode maps, pointing out the unique features and environ-

mental skillshots of each. The multiplayer leveling system is also discussed, revealing all ranks and their associated unlocks.

Weapons

Off-worlders don't last long on Stygia without a robust arsenal.



Each weapon in *Bulletstorm* is completely unique, each with its own strengths and weaknesses. This chapter includes a detailed breakdown of each weapon, including a full list of upgrades. Every weapon also comes with its own lineup of devastating

skillshots.

Enemies

The populace of Stygia isn't exactly the most hospitable bunch in the galaxy. So don't expect any gift baskets upon your arrival. This chapter offers a complete breakdown of every enemy you encounter throughout the game. This includes tactics employed by each hostile and ways to counter them, including

skillshots specific to certain enemies. Weapon recommendations are also discussed, describing the best way to defeat each hostile.

Achievements and Trophies

There are 50 different achievements and trophies to collect in



*Bulletstorm*, spread out among the campaign, Echoes, and multiplayer. This chapter not only reveals the requirements for earning all of them, but it also provides useful tips detailing when, where, and how each achievement and trophy

can be unlocked.

The Making of Bulletstorm

So what kind of people make a game like *Bulletstorm*? The



brilliant minds at People Can Fly are probed for answers in this chapter as they discuss their latest release. The rich discussion is accompanied by concept art, showing the game's progress from the earliest brainstorming stage to

the final product. Exclusive photos of People Can Fly's Warsaw studio are also included, giving you glimpse into the world of these talented developers.

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PROLOGUE

Grayson Hunt, Ishi Sato, Rell Julian, and Dr. Whit Oliver were former soldiers embedded in the most feared band of elite, overt, crush your world into null space, annihilate any memory of you, hardcore, no-nonsense SOBs in the Confederation of humanity—Codename: Dead Echo

The members of Dead Echo were under the charge of the human Confederation’s most feared leader, General Vincent Sarrano. The Confederation was breaking apart, civil war was beginning, and Sarrano was the guy in charge of making sure it didn’t with his army known as the Central Confederate Unit of Resolution (CCUR) or Central Unit as they were referred to. The members of Dead Echo discovered they’d been used by Sarrano to kill innocent civilians. They gave up on the Confederation and the general whose corruption and politics led to the misuse of their squad. For Gray the nightmares would never end.

Today the surviving members of Dead Echo are AWOL ex-patriots working as space pirates onboard the stolen Battleliner Galleon *Spectre*. Under the debauchorous eye of newly appointed Captain Gray Hunt, the team scuttles through the universe pilfering Confederate ships. The *Spectre* is well known, carries a huge bounty and is frequently reported pillaging the tracking lines between the human Confederations. If you see its black, skull-embossed markings, you are going to have a bad day.



ACT OVERVIEW

Achievements and Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Pointless	Execute at least 10 headshots before you find the first dropkit	15	Bronze
	Fits Like a Glove	Meet your new best friend	15	Bronze

New Enemies Encountered



Berserker



Skull

Weapon Unlocks



Peacemaker Carbine (PMC)



Standard-issue military assault rifle. Features reasonable accuracy and a high rate of fire.

Collectibles



Newsbot



Electrofly Swarm



Nom Juice



CHAPTER 1: ON THE ROAD TO HELL

SEE MAP ON THE FOLLOWING PAGE



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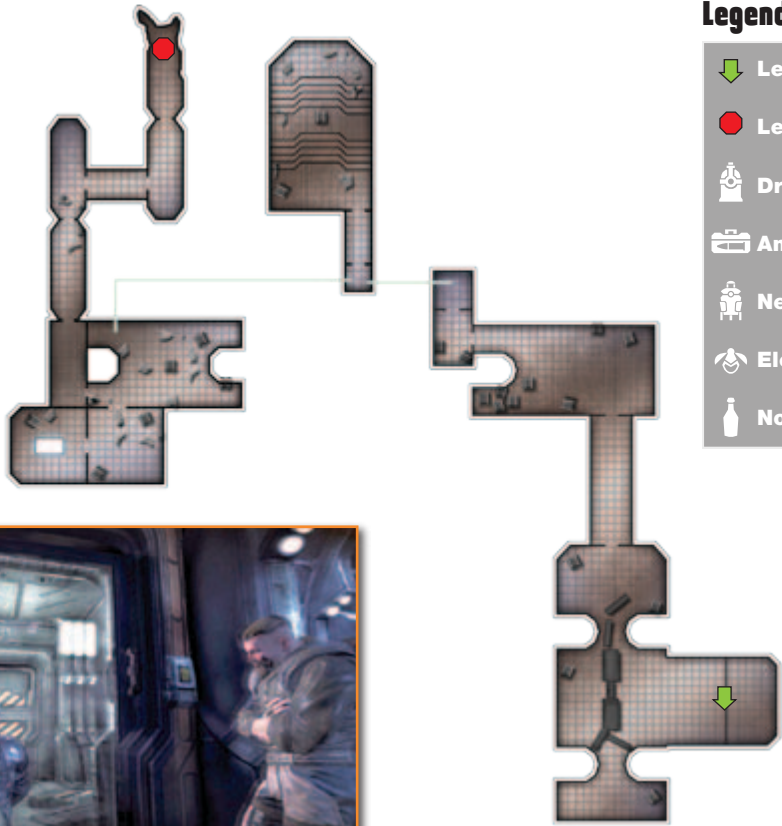
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Spectre: Cargo Deck



**1** As the story commences, Grayson Hunt and his Dead Echo crew are cruising through the side systems, outside Confederate jurisdiction. An interrogation is under way in the *Spectre*'s cargo hold as Gray and Rell coerce answers from a bounty hunter they recently captured. Feel free to look around during this sequence using the right control stick to pan left and right—the booze in Gray's system has slightly blurred his vision, an effect intensified by quickly panning your view.

**2** After threats of violence, the bounty hunter decides to talk. According to the bounty hunter, General Sarrano has doubled the bounty on Dead Echo to half a billion per head since their raid on a Confederate supply liner. Rell is impressed, but Gray feels he's worth twice as much. When prompted, press the button shown at the bottom of the screen to take aim with Gray's Peacemaker Carbine. Once you've taken shaky aim at the bounty hunter, press the fire button when prompted to blast the bottle taped to the top of the captive's head. Despite Gray's inebriated condition, the bottle shatters, leaving the bounty hunter unscathed...for now.

**3** When prompted, kick the bounty hunter into the airlock. This causes him to tumble backward, briefly trapping him in the cramped chamber before Rell jettisons him out into space. Undeterred by the latest attempt by a bounty hunter, Gray is ready to raid more Confederate ships. As you gain full control of Gray, follow Rell to the nearby door.

**New Objective:**

- Exit the Cargo Deck

**4** Rell attempts to open the cargo deck's door but the control panel shorts out. Move toward the door and press the button shown onscreen to force the door open manually. But as you reach out to pull open the door a knocking sound can be heard behind you. As Gray spins around he spots the bounty hunter floating outside the cargo deck's viewport—and he's holding a Nova grenade.

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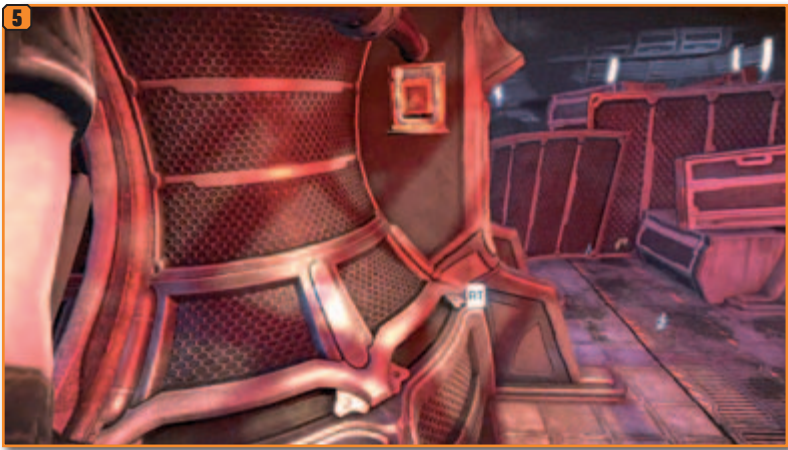
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**5** The resulting explosion ruptures the viewport causing Rell and Gray to be sucked toward the breach. After slamming into the bulkhead, Gray reaches up and grabs hold of a pipe. Press the buttons shown onscreen to shimmy hand over hand along this pipe. Start with your left hand, then reach out with your right hand. Instead of frantically pressing these buttons, establish a steady rhythm to advance along this pipe one hand at a time. When you're within reach of the switch on the nearby wall, press the button displayed onscreen to pull it and seal the viewport.

**6** The cargo deck is now safe, but the violent breach has seriously rearranged the cargo on this deck, creating an obstacle course for you to maneuver through before you can get back to the exit. Start by kicking over the nearby metal panel, then follow Rell's lead by climbing over the crates. Whenever you must kick an object, a button cue is displayed showing you exactly what to do and where. You can climb over most low objects whether a button cue appears or not. Finally, follow Rell to a low crawl space. Click and hold down the left control stick to crouch and move through this low passage. Once you're within the crawl space, you no longer need to hold down the left control stick—as long as there's a low ceiling overhead, you'll remain crouched. But while out in the open, you must click and hold down the left control stick to remain crouched. This is critical when taking cover behind low objects.

**7** As you near the door, Doc can be seen on the other side. He says the door is stuck on something. Take aim at the control panel to the right and open fire with your Peacemaker Carbine. All it takes is a short auto-burst to destroy the panel, causing the door to slide open. Rendezvous with Doc on the other side and follow him through the next corridor.

**New Objective:**

- Get to the Bridge

**8** Wait for Rell to open the door ahead then follow your crew mates into the next corridor. Meanwhile, Ishi reports in from the bridge over the ship's comm-system. Apparently, he's run into trouble and needs Gray to get to the bridge fast. Press and hold down the button displayed on the screen to run. Continue holding the button while following Rell to the elevator. While running, you have less lateral control, making it difficult to make sharp turns. So it's best to face the direction you wish to travel before running. Rush into the elevator, but wait for Doc to catch up before throwing the switch.

Spectre: Bridge



**9** As Gray, Rell, and Doc reach the bridge, Ishi reports that he was following leads of Confederate supply liners. But when he came out of warp, the Confederate's prized warbird, the *Ulysses*, filled the viewscreen. Ishi is prepared to escape, but Gray has other plans. General Sarrano is most likely onboard the *Ulysses*, making it a target too juicy for Gray to pass up. Ishi protests, realizing Gray is completely drunk. But Gray presses forward and orders an attack on the *Ulysses*, despite Ishi's dire prediction of the outcome.



Gray then rushes to the controls of one of the ship's gun turrets, eager to exact his revenge on Sarrano.

**New Objective:**

- Destroy the Ulysses

**10** During this sequence, you're in control of a gun battery as Dead Echo's ship makes a strafing run on the massive Confederate flagship. The *Ulysses* is armed with several external gun turrets, so center your sight on these weapons and destroy



**11** During this sequence, you're in control of a gun battery as Dead Echo's ship makes a strafing run on the massive Confederate flagship. The *Ulysses* is armed with several external gun turrets, so center your sight on these weapons and destroy



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them before they can inflict heavy damage on your ship. Don't bother shooting any other parts of the *Ulysses* as its armor is too thick to penetrate. After completing the first strafing run, prepare to target another array of external gun turrets. But no matter how quick you are to destroy these weapons, your ship has sustained heavy damage, causing Gray's terminal to short out.

**11** Ishi knocks Gray out of his chair just before the terminal explodes, saving his life. But Ishi isn't so lucky. The explosion knocks him unconscious as the bridge erupts in a series of sparks and explosions. Realizing their time is limited, Gray makes one last desperate move to take out Sarrano. As Gray crawls across the floor of the bridge and makes a lunge for a switch, press the button displayed onscreen. In the following cutscene, Dead Echo's ship suddenly accelerates and slams directly into the *Ulysses*, slicing clear through the Confederate flagship. Heavily damaged, Gray's ship continues through the *Ulysses*, punching through the other side and into the gravitational pull of a nearby planet. After passing through the planet's atmosphere and streaking through the sky, the ship finally comes to an abrupt stop as everything fades to white...

Flashback



New Objective:

- Proceed to the Infiltration Point

out of your way and proceed to the infiltration point.

New Objective:

- Assassinate Bryce Novak

**12** The action shifts to the past in a flashback sequence as Gray's Dead Echo team closes in on a target. Wearing anti-gravity boots designed by Doc, the team walks down the side of the skyscraper. Simply follow Doc, Rell, and Ishi down the side of the building. The path ahead is blocked by an elevator, so kick the brake to knock it

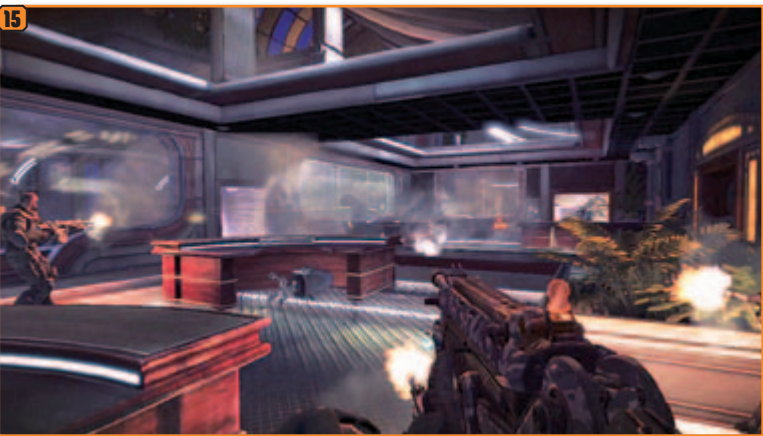
**13** As you near the target, stand near the breach point displayed on the screen and press the indicated button to begin the assassination sequence. As Gray bursts through the window, press the fire button to take out Novak. You don't need to aim during this sequence—just press the fire button when prompted.



New Objective:

- Protect the Girl

**15** As you gain control, stay near the desks where the girl is hiding and open fire on Sarrano's men. Make note of the red orb-like object on the opposite side of the office—this is a trash can, and it's explosive. Wait until a couple of enemies take cover nearby, then blast the trash can to trigger a large explosion. These enemies are equipped with body armor, so target the most vulnerable spots on their bodies, aiming for the throat or head.





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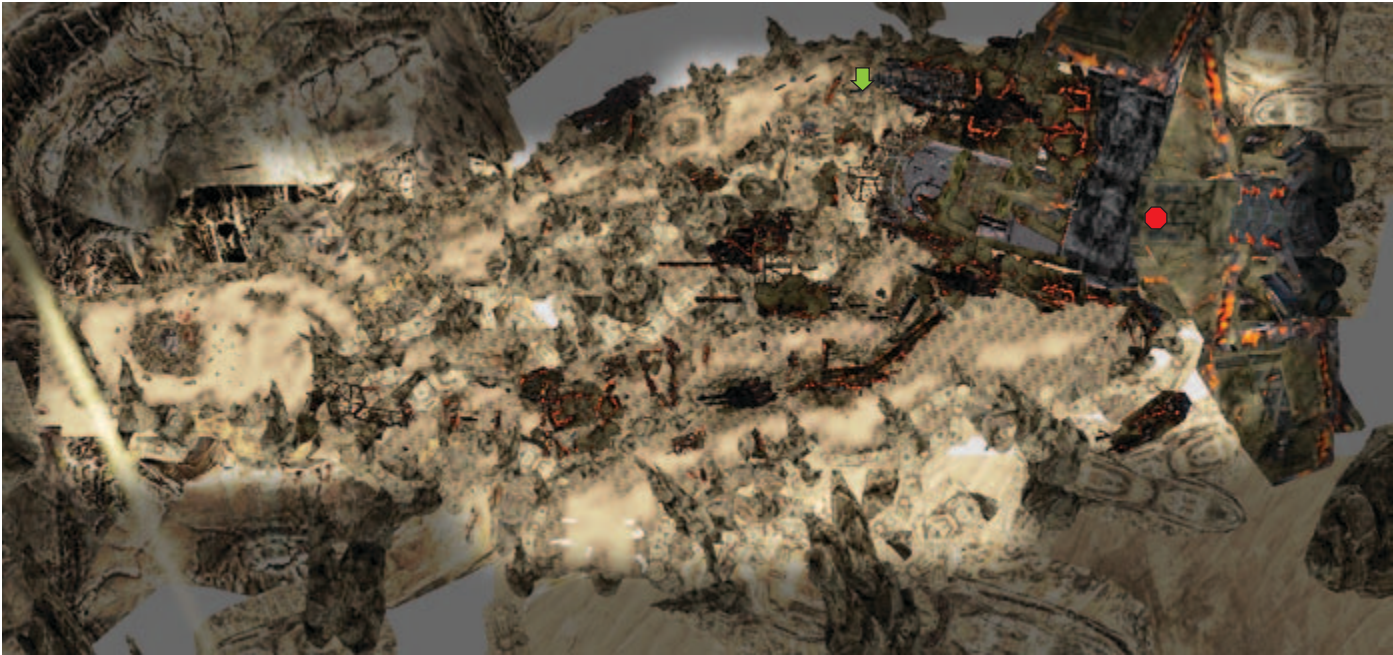
**16** If you prefer moving to close range, rush toward the enemies and engage them with a kick or slide. Kicking or sliding into an enemy causes them to fly through the air in slow motion. This makes it much easier to target specific body parts. So kick an enemy, then aim and shoot them in the head as they fly through the air. Keep pumping rounds into their craniums until their heads explode into bloody pulps. Once you acquire the leash, performing such skillshots will earn you skillpoints. So get used to close-quarters combat—it can be quite lucrative.



During this first fire fight, try to score as many headshot kills as possible. This will give you a great head start for earning the *Pointless* achievement/trophy requiring you to score ten headshots before accessing the first dropkit.

**17** Despite your best efforts, one of Sarrano’s men closes in on Ishi and raises his weapon. But Gray jumps in front of the goon, catching a few rounds in the body armor on his back. Gray’s selfless distraction gives Ishi enough time to gun down Sarrano’s last trooper. Dead Echo managed to survive the assault, but their battle with Sarrano is just beginning. Gray admits that Ishi was right about Sarrano after all. Meanwhile, Rell escorts the girl out of the office, telling her to run to the elevator and contact the police.

Crash Site



Legend

- Level Start
- Level End
- Dropkit
- Ammo
- Newsbot
- Electrofly Swarm
- Nom Juice

New Objective:

- Get to Ishi



**18** Gray suddenly regains consciousness on the bridge of the *Spectre*. The ship will never fly again, but the bridge held together during the crash. Outside the viewport, an escape pod from the *Ulysses* streaks across the sky. It looks like Gray’s brash action inflicted heavy damage on Sarrano’s flagship. But there are more pressing matters to attend to—Rell warns that Ishi is dying. Once Gray gets up, start moving toward Rell to find Ishi. Gray moves slowly at this point, still shaken by the violent crash. As you near Rell, Doc can be seen kneeling near Ishi’s body. It looks bad. Really bad. Ishi’s right arm and right leg are severely burned. And his face will never be the same. If Ishi is going to survive, Doc needs to get him to the Med Lab now.



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environment is filled with hazards you can use to your advantage, so always look for opportunities to score some creative kills. Later this will earn you skillpoints, but it's also a good way to conserve ammo.

**Berserker**

Abilities: The berserker charges directly at you and attacks with melee weapons. Berserkers are crazed lunatics who don't flinch from damage. So keep your distance and don't let them surround you.

Tactics: A swift kick is the easiest way to keep a berserker away from you. Sliding is even more effective because it flips the berserker head over heels without giving him a chance to hit you. But it's harder to hit a berserker with a slide because they move so fast. Whether kicking or sliding, try to knock berserkers into environmental hazards to score a quick kill. If you can't leverage any environmental hazards, knock them into the air then shoot them in the head.

Weapon Recommendations: Since berserkers attack at close range, the Boneduster is very effective against these enemies. Or trip them up with the Flailgun before detonating. The Screamer, Bouncer, and Head Hunter weapons are less effective due to the berserker's quick speed.

**New Objective:**

- Help Get Ishi to the Med Lab

19 Rell picks up Ishi and throws him over his shoulder. Follow Doc and Rell into the nearby elevator and activate the switch. Upon exiting the elevator, move ahead of Doc and Rell to kick a chunk of debris blocking the path to the Med Lab. But Doc isn't feeling optimistic about the situation. Ishi's injuries are greater than anything he's ever patched up before. If he stands any chance of saving Ishi, Doc needs a charged fusion cell to power the bio-weld equipment. Unfortunately, there are none on board the *Spectre*. But there may be one inside one of the *Ulysses* escape capsules.

20 Follow Rell out of the Med Lab and through the next corridor. You need to find a way out of the *Spectre* and track down that nearby escape pod. But as you near a doorway, a berserker comes charging directly at you. Don't be intimidated by his

**New Objective:**

- Get the Power Cell from Crashed Capsule

white face paint or the two sharp implements in each hand. Instead, hold your fire and wait for him to get close, then kick him in the chest. This causes him to fly back through the doorway as his body gets tangled in the electrified wires hanging from the ceiling. From behind the berserker, two skulls armed with carbines charge forward. As you did with the berserker, engage the skulls at melee range, kicking them through the doorway to fry them on the electrical wires. The

environment is filled with hazards you can use to your advantage, so always look for opportunities to score some creative kills. Later this will earn you skillpoints, but it's also a good way to conserve ammo.



21 After defeating the first three enemies, follow Rell through the next corridor and climb over the crates. Two more berserkers come charging at you in the next intersection. Hold your ground and kick both of them into the electrified wires straight ahead. A couple of

skulls round out this second group of enemies. Either gun them down with the Peacemaker Carbine or kick them into the wires. If you do open fire, try to finish off the two skulls with headshots.

**Pointless**

If you scored a few headshots during the flashback sequence, continue exploding heads during your fight toward the escape pod. You must score ten headshots before reaching the first dropkit to earn the Pointless achievement/trophy. This is easiest if you kick an enemy first, then shoot them in the head while they're airborne.

22 In the adjoining corridor, double tap the button displayed onscreen to initiate a slide down a ramp. Sliding allows you to avoid the electrified wires dangling above the ramp. It's also a quick way to exit the ship. You continue your slide as you exit the ship and slam directly into another skull—don't bother shooting him. As you slide into the skull, he goes airborne and slams into the debris behind him, impaling himself on some rebar. Like kicking, sliding is another way to launch enemies into the air. It's also a good way to quickly close distance. But don't pat yourself on the back just yet. As you recover from the slide, turn to your left to engage another skull. Either gun him down or kick and impale him on the nearby rebar.



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Skull

Abilities: Skulls utilize Confederate-issue Peacemaker Carbines, identical to those used by Dead Echo. They prefer to take cover and attack from long range with their PMCs. However, much like their berserker allies, skulls are fierce melee combatants, capable of dishing out heavy damage through rifle strikes. They're very aggressive and only retreat if outnumbered or overwhelmed.

Tactics: Most weapons and tactics are effective against skulls. Use your leash to yank them out of cover, then finish them off while they fly through the air. Also, utilize environmental hazards as often as possible. Kick them into sharp objects like rebar or cacti. Or blow them to bits by shooting nearby explosive barrels or trash cans.

Weapon Recommendations: All the weapons in your arsenal are effective against skulls, but don't go overboard. Save your most powerful weapons for tougher enemies. Instead, gun down skulls with the PMC. Any PMC ammo spent on killing a skull can usually be replenished by picking up your victim's weapon. Close- and mid-range weapons like the Screamer and Boneduster are also very effective, especially when pulling a skull toward you. Powerful weapons like the Head Hunter, Flailgun, and Bouncer are best reserved for when you can score multiple kills with one shot.



**23 24** Several berserkers and skulls engage you on the path to the escape pod. Use slides and kicks to send these enemies airborne then shoot them in the head. As soon as you launch an enemy into the air, time slows, giving you the chance to take careful aim and score easy headshots. Alternately, you can simply

kick these enemies off the side of the cliff and save your ammo. During the trek to the escape pod, Gray and Rell are nearly knocked off their feet by the rumbling of the *Ulysses* zooming overhead. The turbulence generated by the massive ship blows a few berserkers and skulls right off the side of the cliff. Gray feels somewhat vindicated as Sarrano's flagship crashes in the distance. Fight your way past another group of berserkers and skulls to reach the escape capsule.



**25** As you near the escape capsule, a cutscene shows a lone Final Echo trooper fending off a large group of berserkers and skulls. Final Echo is Sarrano's elite squad, and this trooper's skills don't disappoint as he effortlessly carves through the opposition by blasting them with his carbine and tossing them around with his electrified leash. But the trooper doesn't see a skull buggy approaching and is crushed when the vehicle tumbles out of control.

New Objective:

- Grab the Final Echo's Leash

**26 27** Now that the Final Echo trooper is no longer a threat, rush toward the escape pod and pick up his leash. Gray pulls the device off the Final Echo's

severed arm and slaps it on top of his left hand. Equipping the leash temporarily causes Gray's vision to turn blue as the device injects nano agents and interfaces with his body. The leash is active now, but it will not be fully functional until registered with a dropkit. Once the leash is equipped, you earn the Fits Like a Glove achievement/trophy. Now aim at the hatch on the escape pod and press the onscreen button to activate the leash. A blue current of energy zaps out of the device on Gray's hand, allowing him to yank the hatch off the escape capsule. This allows Rell to access the capsule's interior and retrieve a fusion cell. Now it's time to get back to the *Spectre* so Doc can start operating on Ishi.

New Objectives:

- Get Back to the Med Lab Before Ishi Dies
- Use the Leash to Get Past Objects

**28** Follow Rell to this narrow passage blocked by debris. Aim at the piece of debris and press the onscreen button to activate the leash. This causes Gray to grab the debris with the leash and pull it out of the way, allowing you to pass. Follow Rell into the narrow canyon ahead.





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**29** At the next barrier in the canyon, your path is partially blocked by another piece of debris lined with sharp pieces of rebar. Suddenly a couple of skulls appear in the distance. Stay behind the debris and activate the leash to pull one of the skulls into the rebar, impaling him. Repeat the same tactic to dispatch the second skull. Just like the Final Echo trooper, you can use the leash to grab enemies and send them flying through the air, making them vulnerable to follow-up attacks. Follow Rell deeper into the canyon and use the leash once again to pull a piece of debris out your way.

New Objective:

- Find a Way to Collapse the Barrier

**30** The next barrier is too big to move with your leash.



However, you can knock it over by pulling objects into it. Target one of the skulls in the distance and activate the leash. As he flies through the air, he's impaled on top of the barrier. Leash a second skull toward the barrier. When the second skull is impaled on the barrier, it comes crashing down, allowing you to pass. But watch out for a third skull on top of the rock to the right. Leash him and then shoot him in the head as he flies toward you in slow motion.

**31** As you near the wreckage of the *Spectre*, continue using the leash to clear a path through the debris and hostiles. When engaging the skulls, stand behind sharp pieces of debris and pull your victims toward you with the leash. Impaling the skulls on these sharp objects is the quickest way to advance through this area. But if you want to get creative, leash a skull to pull him toward you. Then when he's within melee range, kick him into a sharp piece of debris or simply shoot him in the head. Leashing then kicking allows you to redirect the flight path of an airborne enemy, ideal for maximizing the deadly potential of the environment. When the path is clear, Rell charges forward back into the *Spectre*—follow him!



Spoiler Alert!



**32 33** Kick the crate out of the way at the entrance to the *Spectre*, then follow Rell back to the Med Lab. Wasting no time, Rell installs the fusion cell so Doc can get to work. Doc ushers Gray and Rell outside so he can get busy bio-welding new neurotransmitters. Gray watches the procedure through a window outside the Med Lab. A series of disturbing pounding sounds rock the ship. Suddenly a berserker drops through the ceiling inside the Med Lab and attacks Doc from behind. With the door sealed, there's nothing Rell or Gray can do to save Doc. Shortly after Doc is attacked, more berserkers drop through the ceiling above you. Instead of shooting them, kick them into the electrified wiring in the room—this is the fastest way to deal with these threats. But soon a large explosion rocks the ship, causing Gray to black out.

**34** When Gray regains consciousness, a small group of berserkers and skulls are tormenting Rell by kicking and shooting him in the back. Ishi appears behind Gray and slowly pulls him away from the hostiles. But the enemies soon turn toward Gray. On the other side of the room, Rell struggles to grab a red explosive barrel and tells Gray to shoot it. As Gray grabs his weapon, press the onscreen button to shoot the red container, triggering a massive explosion. The brilliant white flash is immediately followed by darkness.

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

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ACT 1: STYCIAN BADLANDS

ACT OVERVIEW

Achievements and Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Patched Up	Receive a software upgrade for your leash	15	Bronze
	Wannabe	Perform 10 different skillshots	10	Bronze
	All Bow to Heavy Metal	Big head, big headache	15	Bronze

Unlockable Skillshots			
Name	Difficulty	Description	Skillpoints
Graffiti	Easy	Kill an enemy by kicking him against a surface	25
Afterburner	Medium	Kill an enemy who is on fire	50
Enviro-Mental	Medium	Kill one or more enemies using an environmental explosive	50
Fish Food*	Medium	Kick an enemy into the water, to be eaten by fish	50
Friendly Fire	Medium	Kill an enemy by flinging him into the fire of another enemy	50
Full Throttle	Medium	Use bullets to kill two or more enemies without letting go of the trigger	50
Gotcha	Medium	Leash a creep or flaregunner and kill him in mid-air	50
Pancake*	Medium	Kill an enemy by flattening him with the environment	50
Shocker	Medium	Kill an enemy by flinging him into a source of electricity	50
Vertigo	Medium	Send an enemy down a huge drop	50
Blind Fire	Hard	Kill an enemy whilst blinded by a flare	100
Bossed	Hard	Kill a miniboss	250
Fire in the Hole	Hard	While a miniboss is stunned, kick him from behind, then shoot him in the ass	100
First In Last Out	Hard	Get an enemy airborne, kill a different enemy, then kill the first enemy before he lands	100
Flak	Hard	Destroy a gyrocopter using an indirect explosion	100
Kick Off	Hard	Remove a miniboss's helmet, then when he's stunned again, kick his head off	250
Parashoot	Hard	Leash an enemy out of a gyrocopter and kill him before he lands	100
Pricked	Hard	Kill an enemy by flinging him into a cactus	100
Skyjack	Hard	Kill a gyrocopter pilot while the vehicle is airborne	100
Voodoo Doll	Hard	Kill an enemy by flinging him into a sharp metal object	100
Whiplash	Hard	Remove a miniboss's helmet, then when he's stunned again, leash his head off	250

\* = Secret skillshot

New Enemies Encountered



Chaingunner



Flaregunner

Weapon Unlocks

Screamer



Powerful and accurate, this high-caliber revolver will stop almost any enemy dead in their tracks.

Collectibles





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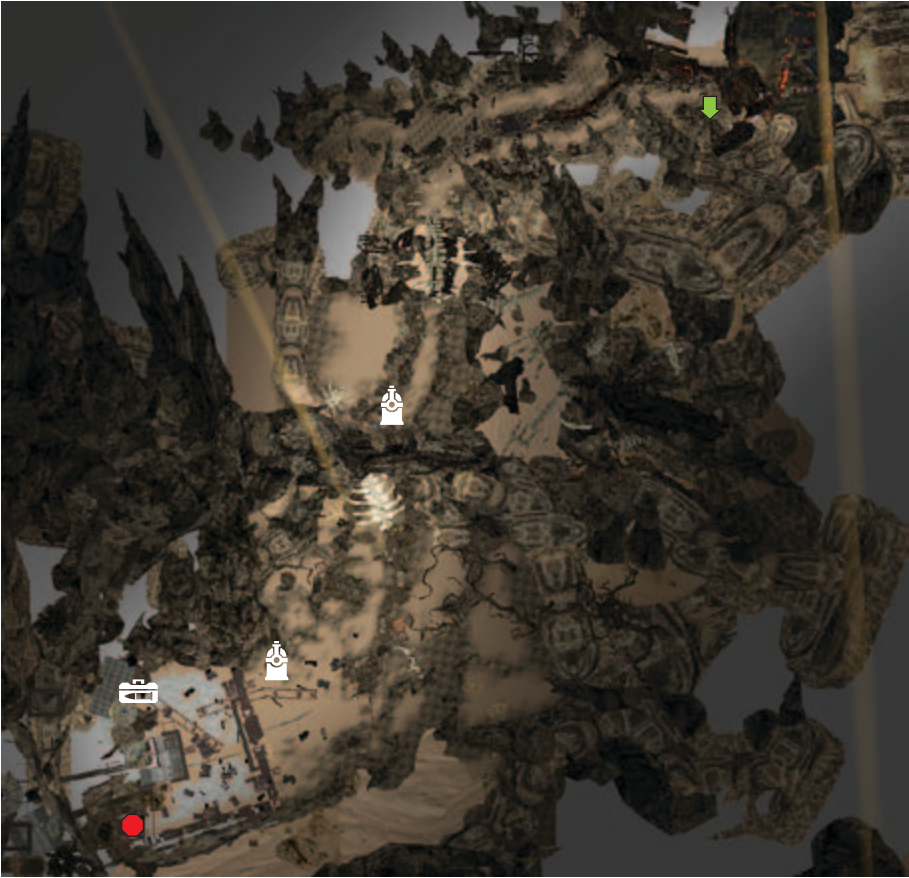


1 With his vision still blurred by the blinding explosion, Gray wakes up somewhere outside the wreckage of the *Spectre*. As Gray gets to his feet, he notices Ishi pleading for help—his new cybernetic implants have left him in immense pain. But Ishi isn't interested in Gray's sympathy or apologies. He's furious over Gray's decision to attack the *Ulysses*—a decision that has left two of their friends dead, turned Ishi into a cyborg, and left them stranded on a strange world.

Just as Ishi is about to slam his fist through Gray's head, a beeping sound emits from the Final Echo leash on Gray's hand. Gray activates the communication line on the device and listens in on a conversation between General Sarrano and a Final Echo soldier named Trishka. Apparently, Sarrano is stuck on some hotel rooftop surrounded by locals. He needs

Trishka's help to escape. Using the leash's tracking capability, Gray is able to pinpoint Trishka's location. Gray reasons that if they can find Trishka, she can lead them to Sarrano and secure passage off this planet. Ishi realizes Gray's plan is their best hope of escaping and sets aside his anger for now. But his internal battery is getting low. If he doesn't recharge it within 30 minutes, he will die. Gray figures the skulls that attacked them earlier must have some power cells. Ishi has no choice but to follow Gray one last time.

The Desert



Legend

- Level Start
- Level End
- Dropkit
- Ammo
- Newsbot
- Electrofly Swarm
- Nom Juice

New Objectives:

- Get to the city and locate Trishka
- Find the enemy stronghold



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2 Following the cutscene, press forward along the dirt trail until you come to an impassable barrier of debris. In the center of the debris is a red explosive barrel. Keep your distance, take aim at the barrel and fire. The resulting explosion clears a path through the debris allowing you and Ishi to pass. When you come to another barricade, simply kick over the marked chunk of metal.



3 4 Just beyond the second barrier, you come under attack by three skulls. Instead of shooting them, kick the marked red barrel in front of you. The barrel flies through the air and explodes upon contacting the debris near the enemies. This causes other nearby barrels to detonate, killing all three skulls. A second group of skulls is located farther down the trail, hiding near the sun-bleached bones of some massive creature. Locate the red barrel on the trail and kick it toward the next group of skulls. If the barrel doesn't explode upon contact, shoot it or one of the other barrels near the enemies. Triggering an explosion here is more than enough to wipe out the resistance. As you can see, these red barrels are very powerful, so always look for opportunities to use them to your advantage either by shooting or kicking them.



**New Objective:**  
• Investigate the Unknown Object

5 Follow Ishi over the bridge of bones and approach the capsule-like object embedded in the ground near another barricade.

This is a dropkit. Ishi reports that it is Confederate and dates back to operations from over a year ago. Aim at the green glowing light on the side of the dropkit and activate your leash. Registering with the dropkit unlocks skillshots, allowing you to earn skillpoints for performing unique and challenging kills. skillpoints can then be spent as currency at dropkits, allowing you to buy and upgrade weapons.



6 Registering with the dropkit also gives you access to the skillshot database, showing you which skillshots you've already performed, as well as their skillpoint value. skillshots that have not been performed are considered locked, and not revealed in the database. In addition to the general skillshots, there are also weapon-specific skillshots, requiring you to perform elaborate kills with each weapon. Exit the skillshot database when you're finished browsing to complete the registration process. The leash will now grade your performance and grant you access to other dropkits.

**New Objective:**  
• Earn 1,200 skillpoints



7 8 Now it's time to earn some skillpoints. Shortly after you disengage from the dropkit, the nearby barrier lowers slightly, revealing several skulls on the other side. Instead of shooting them, target them with your leash and yank them into the barbed wire at the top of the barrier. This unlocks the Voodoo Doll skillshot, earning you 500 skillpoints. Keep leashing and pulling more skulls into the barrier to perform more Voodoo Doll skillshots. However, notice how the skillpoints have decreased, earning you only 100 per kill. This is the base value for the Voodoo Doll skillshot. The 500 skillpoints you earned for unlocking the skillshot earlier only are awarded on the first deployment. Every subsequent use of a skillshot is always worth less. But 100 skillpoints is still a decent yield, so keep impaling skulls on the barbed



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### Peacemaker Carbine (PMC)



Description: Standard-issue military assault rifle. Features reasonable accuracy and a high rate of fire.

Magazine Capacity: 50

Access Cost: N/A

Charged Shot Upgrade: Fires a special purpose clip of 100 bullets in a single concentrated blast. Can annihilate multiple enemies with a single shot.

Skillshots			
Name	Difficulty	Description	Skillpoints
Boned	Easy	Kill an enemy within a moment of getting him in your sights	25
Bullet Kick	Easy	Kick an enemy and shoot him to death in mid-air	25
Bullet Slide	Easy	Slide an enemy and shoot him to death in mid-air	25
Headshot	Easy	Kill an enemy with a shot to the head	25
Gag Reflex	Medium	Kill an enemy with a shot to the throat	50
Overkill	Medium	Perform a headshot with a charged shot	50
Rear Entry	Medium	Kill an enemy by shooting him in the ass	100
Trip Wire	Medium	Shoot a running enemy in the legs to trip him, then finish him off on the ground	50
Mercy	Hard	Shoot an enemy in the crotch then kick off his head 100	
X-Ray	Hard	Kill two or more enemies with a single charged shot	100

wire atop the barrier. There are also red barrels behind the barrier. Wait until a few skulls are passing nearby, then shoot one of the red barrels to trigger a large explosion and unlock the Enviro-Mental skillshot. After destroying the red barrels, continue leashing and pulling enemies into the barrier until the objective is complete. By now you should have more than the requisite 1,200 skillpoints.



### New Objective:

- Reconnect to the Dropkit to Resupply

9 Once the incoming attack has subsided, return to the dropkit and reconnect with your leash. Now you can spend your skillpoints on ammo

and upgrades. Start off by increasing the ammo capacity of your Peacemaker Carbine. This increases how much ammo you can carry for this weapon. Later you will be able to buy charged shots for the weapon. The charged shot function on the Peacemaker Carbine allows you to fire 100 rounds of ammo simultaneously, creating a laser-beam-like streak of bullets capable of passing through multiple targets with lethal results. You can also buy ammo for your Peacemaker Carbine, but it's much wiser to simply replenish your ammo stores by picking up ammo off dead skulls. When you're finished shopping, exit the dropkit interface to resume your journey. You must purchase at least one item or upgrade from the dropkit to continue—doing so earns you the Patched Up achievement/trophy.

10 The barrier lowers shortly after you disconnect from the dropkit. Follow Ishi as he runs through the canyon ahead. When you spot a couple of berserkers charging toward you, hold your ground and leash one toward you. When the berserker is within range, kick him then shoot him in the head as he flies away from you in slow motion. This unlocks both the Bullet Kick and Headshot skillshots. By now the second berserker should be within melee range. Kick him away then shoot him for another Bullet Kick skillshot. Just behind the two berserkers is a skull. Slide into him to knock him into the air, then shoot him to unlock the Bullet Slide skillshot. The Bullet Kick and Bullet Slide skillshots are relatively easy and, as such, are not worth many skillpoints. So always try to shoot your airborne target in the head to tack on the Headshot skillshot bonus to each kill. But even the easiest skillshots are worth much more than the standard 10 skillpoints awarded for simply riddling an enemy with bullets until he dies. So always try to score a skillshot with each kill to maximize your skillpoints.





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**11** On the path ahead, a few more skulls open fire from the distance. Instead of returning fire, leash one of the skulls to send him flying toward you. When he's within melee range, kick him into one of the nearby cacti to impale him on the plant's long sharp needles—this unlocks the Pricked skillshot. Pricked works much like Voodoo Doll, but you must kick or leash your target into a cactus. Use your leash to pull the remaining skulls into kicking range and knock them into one of the cacti plants flanking the dusty path. Now's a good time to check the skillshot database and see which skillshots you've unlocked. While accessing the database, the game is paused, so you don't need to worry about getting shot or hacked while browsing this interface. When you're ready to move on, exit the database and follow Ishi.

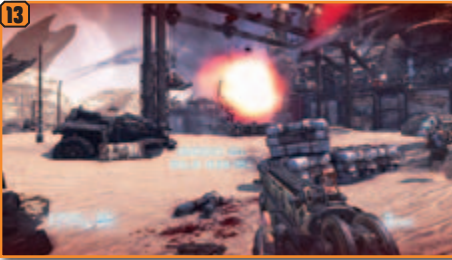


After killing an enemy, be sure to walk over his weapon to retrieve ammo for your Peacemaker Carbine. Ammo for the Peacemaker is relatively common, so save your skillpoints for other purchases.

**12** When Ishi stops and opens fire, locate another group of skulls guarding the path ahead. Two red barrels lie between you and the skulls, but don't shoot them yet. Instead, leash one of the barrels toward you then kick it in the direction of the skulls. As the barrel lands near one of your enemies, shoot it. This should kill your enemies with the Enviro-Mental skillshot. If the first red barrel doesn't do the trick, repeat the same action with the second barrel.



Elysium Refinery 03



**New Objective:**  
• Infiltrate the Refinery

battery. But they won't just let you waltz into their camp without a fight. As you near the refinery, several skulls open fire. Target the red barrels suspended from the crane to score multiple Enviro-Mental skillshots. The massive explosion is enough to take out all the skulls guarding the refinery's exterior. Next, target the skulls on the wall by shooting the nearby red barrels. Just outside the refinery is a second dropkit—buy some more ammo if you're running low.

**14** As you near the refinery's gate, a couple of berserkers charge out. Engage these hostiles with Bullet Kicks or Bullet Slides. But remember to go for headshots once they're airborne to maximize your skillpoints. More skulls open fire from just inside the gate. Pull them outside toward you with the leash, then take them out with Bullet Kicks. Or if you're

near a vertical surface, kick your target into a wall to unlock the Graffiti skillshot.

**15 16** Hold outside the refinery gate and engage the skulls huddled behind barriers inside. Instead of targeting them directly, shoot the red barrels suspended above the ground by cranes. This is the best way to clear the interior and score multiple Enviro-Mental skillshots. Once the interior is clear, cautiously step through the gate and turn right. A few more skulls may occupy the stairs and catwalk running above the gate. Either leash them off their perch and take them out with Bullet Kicks or target the red barrel to blow them to chunky bits.



**17** Follow Ishi up the stairs and across the catwalk to reach the other side of the refinery. Halfway across the catwalk you're prompted to hold down the aim button—quickly press and hold the button shown onscreen. This is a reaction sequence. These occur throughout your journey allowing you to focus on a key event. In this case, pressing the aim button in the allotted time allows Gray to see a gate in the distance—Ishi confirms that the only path ahead is through a mine beyond the gate. Successfully completing a reaction sequence can earn you as many as 500 skillpoints, so always pay attention and be ready to press the correct button before time runs out. The faster you respond, the more skillpoints you earn. If you completely miss a reaction moment, you simply miss out on skillpoints.



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**18 19** As you step off the catwalk and approach the gate, three berserkers and one skull pop out from behind the nearby crates and initiate an ambush. Target the charging berserkers first by kicking or sliding into them. Bullet Kicks and Bullet Slides are the best way to deal with these threats, so take them down one at a time. Finally, turn your attention to the skull in the distance. Leash him toward you then put him down with a headshot-enhanced Bullet Kick. When Ishi rushes toward the gate, the path ahead is clear of threats. Move toward the gate and kick it open. Board the lift beyond the gate and interact with the controls to lower it into a mine.



CHAPTER 2: LAST TRAIN FROM EXPLOSION TOWN

The Hideout



Legend

- |               |                    |
|---------------|--------------------|
| ↓ Level Start | 📰 Newsbot          |
| ● Level End   | 🦟 Electrofly Swarm |
| 📦 Dropkit     | 🍷 Nom Juice        |
| 📦 Ammo        |                    |



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**1** It looks like the skulls are using this old mine as their hideout. But Ishi suggests the mine was in place long before the skulls moved in. Follow Ishi through the passage ahead until you spot another dropkit. Link to the dropkit using your leash and consider upgrading your Peacemaker Carbine. By now you should have enough skillpoints to purchase the weapon's charged shot feature. Use whatever skillpoints you have left over to buy charged ammo.

**2 3** After your brief shopping spree, return to Ishi. Kick open the grate where Ishi is waiting and initiate a slide down the slippery slope beyond. This watery channel leads deeper into the mine. While sliding, you can still aim and fire your weapon, but all other movement inputs are impossible. As you near the end of the channel, a lone skull is taking a leak on the adjoining platform. Continue your slide directly into the skull to impale him on the nearby rebar sticking out of the wall for a Voodoo Doll skillshot.

**4 5** Proceed along the next passage, but be ready to face some resistance. The first skull you encounter shouts and holds his ground. Either take him out with a Bullet Kick skillshot or kick him into the nearby rebar for a Voodoo Doll kill. A berserker and a pair of skulls come charging down the passage next. This is a good opportunity to try out your PMC's charged shot. Load a charged shot and fire at the running berserker's head incinerate him with an Overkill skillshot. If you line up your shot just right, you can also take out any skulls directly behind him, unlocking the X-Ray skillshot. But the skulls may take cover behind crates lining the passage. Use the leash to pull them toward you, then finish them off with headshot-enhanced Bullet Kicks. Once the passage is clear, follow Ishi to the door ahead and wait for him to open it.

Vulture Hangar

**New Objective:**

- Destroy the Copters

sequence. The hangar is filled with Confederate gyrocopters known as vultures. Apparently the skulls have found a use for these vehicles. Ishi

**6 7** As you enter the large hangar beyond the door, prepare to hold down the aim button to score some bonus skillpoints during the reaction





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suggests destroying the copters so the skulls have no way to follow you. Instead of shooting the gyrocopters with your weapon, simply target the vehicles suspended from the ceiling with the leash. You only need to destroy three of the copters to complete the objective. Once you've completed the objective, ignore the remaining copters and turn your attention to the skulls rushing into the hangar along the elevated catwalk behind you.

**8** Take cover behind the crates near Ishi to avoid getting peppered by incoming fire. Peek over your cover and target one skull at a time with the leash. Pull the skulls off the catwalk one by one, and shoot them as they fly through the air. Or better yet, kick them when they're within range, then shoot them in the head as they fly away from you. Repeat the same steps to eliminate all four skulls on the catwalk.



**9 10** Immediately after taking out the four skulls on the catwalk, be ready to press the aim button again to complete another reaction sequence showing a vulture gyrocopter attacking from the now-open hangar door. After completing the reaction sequence, target the vulture with the leash. This causes a slider bar to appear on the screen. As the slider icon moves from left to right along the bar, wait until it reaches the white section, then press the leash button again. If your timing is right, Gray yanks the leash back and causes the copter to crash. But if your timing is off, the leash malfunctions, forcing you to try again. As the copter crashes, track the movement of the pilot as he flies through the air. Quickly take aim and shoot him in the head to unlock the Parashoot skillshot, worth a whopping 500 skillpoints. If you feel like taking on an even tougher challenge, try to kill the pilot while the copter is airborne, preferably with a charged shot from your PMC. This unlocks the Skyjack skillshot.



Don't get too cocky during this firefight. The skulls on the catwalk dish out some heavy firepower. So be sure to crouch behind the

crates if you begin taking heavy damage. As the screen turns red, it indicates you're near death. So quickly put something solid between you and the incoming rounds. When the red completely fades from the screen, you're at full health and can resume the attack.

Enemy Stronghold

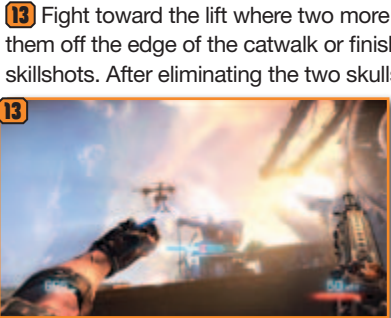
**New Objective:**

- Take Ishi to the Deep Core Drilling Terminal



**11** After taking out the vulture gyrocopter, use the leash on the malfunctioning hangar door to open it. Step outside and take in the sweeping view of the mining complex the skulls are using as their base. Gray reasons that Ishi's battery can be recharged at the nearby deep core drilling terminal. Off in the distance is a large city where the *Ulysses* crashed. But before rushing off, interact with the nearby dropkit and consider spending some skillpoints on ammo upgrades for your Peacemaker Carbine. Upgrades for the leash are not available at this time.

**12** Three skulls block your path on the catwalk ahead. Either wait until they move near the red barrels to trigger an explosion, or simply leash them toward you. As an enemy flies toward you, adjust your angle so you can kick your target off the side of the catwalk. Causing an enemy to fall off a steep ledge unlocks the Vertigo skillshot. This is a very effective way of disposing of enemies, but it only yields 50 skillpoints after its initial 250 skillpoint unlock. So while it may be tempting, don't overuse Vertigo.



**13** Fight toward the lift where two more skulls are standing guard. Either kick them off the edge of the catwalk or finish them off with Bullet Kick or Bullet Slide skillshots. After eliminating the two skulls near the lift, watch out for the incoming vulture gyrocopter. Immediately target the copter with the leash and yank it out of the sky. Remember, try to shoot the pilot before he hits the ground to score the Parashoot skillshot. Even if you've already unlocked it, this skillshot is worth a full 200 skillpoints, making it well worth the effort.



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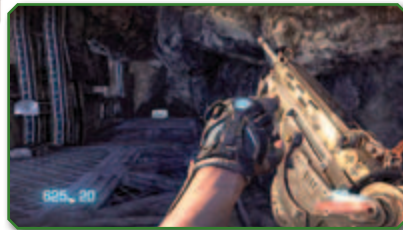
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**Search this nook near the lift to locate a box of ammo. Ammo is somewhat rare, so keep your eyes peeled for these boxes. These stashes of ammo can replenish your stores, allowing you spend your skillpoints on other upgrades when accessing dropkits.**

manner you see fit. This causes the remaining skulls to retreat to a nearby structure.

**15** Charge ahead to the structure where the skulls have assumed new defensive positions. Instead of exchanging shots, push ahead and kick the marked barriers covering the two entrances. As you kick these barriers, they slide to the back of the structure, crushing anyone standing in the way. This is how you unlock the Pancake skillshot. After kicking one barrier, move to the other entrance and kick the other barrier. Your Pancake skillshots may not be enough to eliminate all the skulls in this structure, so finish off the survivors at close range. This is a good time to unlock the Mercy skillshot. Simply shoot a skull in the crotch until he clutches his balls, then kick him in the head.

**16** Step inside the structure, but be careful not to expose yourself to the incoming fire from the vulture gyrocopter hovering outside. Instead, use one of the walls for partial cover and take aim at the red barrels behind the copter. Shooting the barrels triggers a massive explosion, killing several enemies and destroying the copter. Destroying the copter with the secondary explosion unlocks the Flak skillshot.



**14** Join Ishi on the lift and ride it down to the lower level. During the ride down, more skulls can be seen taking defensive positions behind makeshift barriers. As soon as the lift stops, engage the skulls using the leash to yank them out from behind their cover. Finish off a couple of the skulls in any



### Wannabe



By now you should have easily performed at least ten different skillshots, earning the Wannabe achievement/trophy. But don't pat yourself on the back just yet. There are plenty more skillshots to unlock, so look for more creative ways to dispatch your enemies.

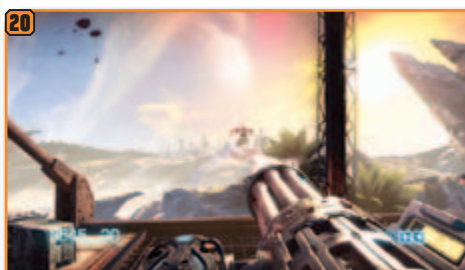
**17** Once the path ahead is clear, follow Ishi outside and wait for him to extend the nearby bridge. Cross the bridge and hop over the low barrier to enter the next structure—there's a dropkit inside. Interact with the dropkit and consider buying more charged shots for your PMC if needed. Otherwise, spend your skillpoints on ammo capacity upgrades.

**18 19** Continue along the path leading outside, up a steep ramp. At the top of the ramp is a skull manning a chaingun turret. He's beyond the range of your leash, so quickly slide into cover before he guns you down. Continue sliding from one piece of cover to the next until the gunner is within range of your leash. Yank him away from the turret, then finish him off with a Bullet Kick or by simply kicking him off the side of the ramp. Charge toward the chaingun turret, but don't grab hold of it yet. Two more skulls rush into view nearby. Slide toward them and kick them off the side of the platform for Vertigo skillshots.

### New Objective:

- Survive the Aerial Assault

**20** Now move toward the chaingun and interact with it to remove it from the turret—you'll need it soon. When prompted, press the aim button to complete a reaction sequence showing a vulture gyrocopter swooping toward you. Immediately open fire on the copter with the chaingun and keep firing until it explodes. More copters swarm into view, so act quickly to shoot them all down. If you're having trouble spotting them, pay attention to the red marks on the screen that indicate the direction from which you're being hit. It's important to take out each copter as it appears to avoid being overwhelmed. It doesn't take many hits to destroy each copter with the chaingun, so fire in short, controlled bursts to prevent the



weapon from overheating. Pay close attention to the color of the chaingun's barrels. If they turn red, lay off the trigger for a few seconds to give them a chance to cool. The copters hover just out of leash range, so the chaingun is the fastest way to take out these threats.



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NOTE

The chaingun utilizes an electric motor to spin the barrels, powered by a battery pack. The weapon's battery life is represented by the blue lightning bolt icons in the bottom right corner of the HUD. These icons disappear quickly, whether you're firing or simply carrying the weapon, so make use of the chaingun before it runs out of juice.



**21** After shooting down all the vultures, Ishi kicks down the nearby barrier but nearly collapses afterward—just like the chaingun, Ishi's battery is almost empty. You need to find a power source fast! Suddenly a berserker and a skull barge out of the structure on the right. Wait for the berserker to come to you then kick him away, blast him in the head as he goes airborne. Next, slide into the skull to knock him off the platform.



**22 23** In the next structure, activate the switch on the wall to activate a crane dragging a large plate of metal across the adjoining bridge. Move directly behind the large sheet of metal, using it as cover. Several skulls flank the sides of the bridge, so be prepared to engage them at close range—preferably by kicking them off the edge. Mercy skillshots are also very effective at this range—shoot them in the nuts, then kick them in the head.



**24** The crane drags the sheet of metal into a large shack filled with more skulls. Eliminate the skulls inside the shack, then turn your attention to the vulture hovering outside. Immediately take cover behind one of the pieces of metal on the left or right side of the shack. In addition to the vulture, there are also several skulls gathered outside beyond a low barrier. Leash the skulls toward you first, taking them out one at a time with Bullet Kicks. Next, peek out of cover long enough to leash the vulture and bring it crashing down—try to shoot the pilot to get the Parashoot skillshot.

TIP

Try to kill as many skulls as possible before bringing down the vulture. Think of the large gathering of skulls outside the shack as skillpoints waiting to be harvested.



**25** As the vulture crashes into the shack, the floor beneath you collapses. On the floor below is another dropkit offering upgrades and ammo. Proceed to the next structure and eliminate one skull along the way by knocking him off the side of the platform. Kick the marked door leading into the next structure to Pancake the skull standing behind it. Next, turn toward the electrified terminal you've been looking for. Leash and kick the remaining skulls into the terminal to unlock the Shocker skillshot. The blue electrified wires leading into the terminal are also useful for scoring this entertaining skillshot.



**26** Once all the hostiles are eliminated, Ishi approaches the terminal. Unable to find an access port, Ishi simply grips the electrified metal in an attempt to recharge his internal battery. The jolt causes Ishi to erupt into seizure-like spasms as millions of volts of electricity surge through his body. Press the aim button at the proper time to complete a reaction sequence worth 200 skillpoints. Ishi collapses but soon gets up, feeling refreshed. But his interaction has overloaded the facility. A detonation in the gravity core generators is imminent. It's time to find a way out!



**27** Exit the terminal structure and proceed past the flaming generators outside. Just ahead is a cable. Interact with the cable to grab hold, then alternate between pressing the aim and fire buttons to shimmy across. Remember, establish a steady rhythm and don't frantically mash the buttons. You earn skillpoints each time you grip the cable, and the amount of points you receive increases if you maintain a steady rhythm. So take it slow and steady. As you reach the next structure, a skull attempts to escape. Leash him before he can run away then finish him off with a Bullet Kick. Gray spots a cargo train in the distance. It looks like that's your ticket out of here.



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New Objective:

- Steal the Train

**28** **29** Step outside and ignore the nearby dropkit for now. Instead, kick the charging berserker off the platform then target the red barrels suspended above the adjoining bridge. This is the best way to clear out the skulls hiding behind the barriers ahead. Once the path is clear, consider accessing the nearby dropkit if necessary. As you cross the bridge, watch for a few berserkers and skulls that managed to survive the massive explosion. Kick these stragglers into the electrified cables dangling along the vertical supports on the right side of the bridge.

**30** Proceed to the train platform where several more skulls stand guard on the opposite end. Run up to the nearby red barrel and kick it toward the cluster of

skulls. If your kick is accurate, you can take out all the enemies with this explosive barrel. But be prepared to eliminate any survivors either with Bullet Kicks or Bullet Slides. You can also kick enemies into the wires on the previous platform for Shocker skillshots.

**31** Immediately after clearing the platform, press the aim button when prompted to focus on the chaingunner approaching from the train. This guy means business, so immediately take cover behind one of the crates on the platform. The chaingunner fires in short bursts, so make sure you're crouched behind cover when he's shooting. But when he's not shooting, hit him in the chest or anywhere else he isn't covered by armor—headshots are useless while his helmet is on.

**32** **33** If you don't want to face a prolonged fire fight with this miniboss, hit the chaingunner with a charged shot square in the chest to stun him. This causes him to double over temporarily, giving you the chance to finish him off. While he's stunned, circle around behind him and kick the plate of armor covering his butt. As the plate of armor flips ups, Take aim at the chaingunner's exposed ass cheeks and open fire. Keep firing until you unlock the Fire in the Hole skillshot as well as the Bossed skillshot for killing the chaingunner.



Chaingunner

Abilities: The chaingunner moves slowly and stalks his prey while firing his massive weapon. The chaingun is capable of spitting out high volumes of fire, so always seek cover. Also keep your distance from this enemy to avoid his devastating melee attacks.



Tactics: Charged shots and Thumper attacks can stun the chaingunner making him vulnerable to several attacks closer quarter finishers. Either leash the helmet off his head or kick the armor plate covering his butt. But avoid leash, kick, and slide attacks when this enemy is not stunned.

Weapon Recommendations: The Bouncer, Flailgun, and Penetrator are all very effective against the chaingunner. Charged shots fired from the Peacemaker Carbine can also stun him. If used carefully, the Boneduster can also inflict heavy damage at close range. But avoid using the Screamer or Head Hunter against the chaingunner because of their low rate of fire.

Chaingunner Skillshots

Name	Difficulty	Description	Skillpoints
Stomach Pump	Medium	Kill a miniboss by firing a charged shot from the Penetrator into his stomach then kicking it	50
Bossed	Hard	Kill a miniboss	250
Fire in the Hole	Hard	While a miniboss is stunned, kick him from behind, then shoot him in the ass	100
Kick Off	Hard	Remove a miniboss's helmet, then when he's stunned again, kick his head off	250
Touchdown	Hard	Thump a stunned miniboss to his death	100
Whiplash	Hard	Remove a miniboss's helmet, then when he's stunned again, leash his head off	250



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**32** Now that the chaingunner is down for good, follow Ishi onto the train. Gray automatically picks up the chaingun sitting next to a crate of weapons—the chaingunner's weapon has a depleted battery so don't waste time trying to pick it up before boarding the train. Use the chaingun to hold off a large wave of skull attackers while the train's engine warms up. Take aim and hold down the chaingun's trigger to score multiple kills with one trigger pull—this unlocks the Full Throttle skillshot. But be sure to monitor the color of the weapon's barrels and lay off the trigger temporarily when they turn red. If the chaingun overheats, it will cease to function for a few seconds. Keep firing and killing until a cutscene is triggered. Just as the train begins rolling, a series of explosions rocks the mining complex causing a massive grind wheel to break free and roll after the train.



Train Ride



New Objective:

- Destroy the Cars

train ride, you man a chaingun turret making it easy to counter these threats. And since the turret is connected to a power source, you don't have to worry about running out of battery power. However, overheating is still an issue, so lay off the trigger temporarily whenever the barrels begin glowing red. While the chaingun is effective, your leash is even better suited for taking out these vehicles. As when targeting the vulture gyrocopters with the leash, a slider appears on the screen, prompting you to time your leash pull carefully to destroy the vehicle. Successful leash attacks yield 40 skillpoints as the vehicle explodes. If you simply shoot the vehicle until it explodes, you only gain 20 skillpoints.

**36** When you've held off the attack by the cars, a second train comes zooming up behind you, connecting from an adjoining track. The train car is filled with red barrels, skulls, and a chaingunner. Open fire on the red barrels first to eliminate the skulls. This may also stun the chaingunner. Quickly leash the helmet off his head, then pump a few more rounds into him to stun him a second time. As he slumps over, target him again with the leash to pop his head off, unlocking the Whiplash skillshot.

New Objective:

- Destroy the Gyrocopters

New Objective:

- Destroy the Torpedoes

**35** In addition to the massive grind wheel trailing behind the train, you have to worry about skulls following in dune buggy-like vehicles equipped with turrets. During this train ride, you man a chaingun turret making it easy to counter these threats. And since the turret is connected to a power source, you don't have to worry about running out of battery power. However, overheating is still an issue, so lay off the trigger temporarily whenever the barrels begin glowing red. While the chaingun is effective, your leash is even better suited for taking out these vehicles. As when targeting the vulture gyrocopters with the leash, a slider appears on the screen, prompting you to time your leash pull carefully to destroy the vehicle. Successful leash attacks yield 40 skillpoints as the vehicle explodes. If you simply shoot the vehicle until it explodes, you only gain 20 skillpoints.

**37** Now turn your attention to the vulture gyrocopters swarming overhead. As with the cars, target the copters with your leash to bring them down. This yields many more skillpoints (+40) than simply shooting them with the chaingun (+20). Granted, it takes a bit more skill to bring down a copter with the leash, but if you master the timing, you can deal with these threats just as fast as the chaingun can.





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New Objective:

- Destroy the Tanks to Knock the Grind Wheel off Course

slightly divert the grind wheel. When you're not shooting the red fuel tanks, deal with the vultures swarming overhead by yanking them out of the sky with the leash. There are two fuel tanks you must destroy to knock the grind wheel off course, so pay close attention.

40 As the grind wheel rolls off to the left, turn to the right and be ready to complete another reaction sequence by pressing the aim button when prompted. A second train comes into view, racing

39 By now, the grind wheel is trailing closely behind the train. Target the large red fuel tanks lining the sides of the track. The large explosions are enough to

along a parallel track. Like the train before, it's packed with red barrels, skulls, and a chaingunner. Blast the red barrels first to eliminate as many skulls as possible. Then monitor the chain-gunner. When he slumps over, leash the helmet off his head then keep shooting him until he slumps over a second time. This allows you to leash his head off and score another Whiplash skillshot.

41 The train on your right suddenly switches to your track and rams you from behind. Standby to perform a couple of quick reaction sequences as Gray notices the grind wheel take out the bridge ahead. Press the aim button again as Ishi runs over and tries to apply the train's brakes. Unfortunately the brakes are out, sending you on a collision course with a collapsed bridge. Hold on...things are about to get bumpy!



CHAPTER 3: WHATEVER IT IS, IT'S PISSED

The Cave



Legend

- Level Start
- Level End
- Dropkit
- Ammo
- Newsbot
- Electrofly Swarm
- Nom Juice

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Flaregunner

Abilities: The flaregunner is a small, sneaky enemy equipped with a flare gun. Flares embed themselves in objects before exploding and can inflict heavy damage and temporary blindness. These enemies are fast and agile, allowing them to avoid leash attacks. However, they are fairly weak and can only absorb light damage before dying.

Tactics: Slide-based attacks are the most effective, allowing you to close distance while avoiding incoming flares. Incoming flares can also be dodged by simply moving laterally. It is possible to leash a flaregunner, but you must first stun them by shooting them. This makes them stand still momentarily, allowing you to attach the leash.

Weapon Recommendations: The Screamer is very effective at short and medium range, especially if you target the flares shortly after they leave your target's gun. This causes the incoming flare to explode, potentially killing the shooter. At long range, the Head Hunter is most effective, allowing you to quickly drop these pesky threats before they can inflict heavy damage. The Boneduster is great at close range, but such engagements are rare due to the inability to leash these enemies. Also, avoid wasting Bouncer ammo on flaregunners—they're too hard to hit and, even if you do, it's overkill because these enemies are so weak.



Flaregunner Skillshots

Name	Difficulty	Description	Skillpoints
Gotcha	Medium	Leash a creep or flaregunner and kill them in mid-air	50
Blind Fire	Hard	Kill an enemy while he is blinded by a flare	100

Screamer

Description: Powerful and accurate, this high-caliber revolver will stop almost any enemy dead in his tracks.



Magazine Capacity: 8

Access Cost: 1,200 skillpoints

Charged Shot Upgrade: Launches a rocket-propelled flare at the target, sending them into the air and setting fire to nearby enemies when it explodes.

Skillshots

Name	Difficulty	Description	Skillpoints
One Hit Wonder	Easy	Perform a clean execution by using only a single bullet to kill the enemy	25
Enlightenment	Medium	Shoot an enemy in the head with a flare and let it explode	50
Fast Draw	Medium	Kill an enemy the moment you have him in your sights	50
Fireball	Medium	Shoot an enemy with a flare so it explodes and kills another enemy	50
Fireworks	Medium	Explode an enemy who is 20 meters or higher in the air	50
Misfire	Medium	Flare an enemy but kill him before the flare explodes	50
Snapshot	Medium	Kill an airborne enemy the moment you have him in your sights	50
Surgeon	Medium	Kill an enemy by shooting only one single limb repeatedly	50
Firefighter	Hard	Ignite three or more enemies and kill them while they are burning	100
Gunslinger	Hard	Score two or more Fast Draws or Snapshots in a row	100



**1 2** Gray and Ishi awake to find themselves on a platform precariously dangling from the wreckage of the collapsed bridge. Grab hold of the nearby horizontal cable and alternate between pressing the aim and fire buttons to shimmy across to a distant platform. Remember, establish a steady rhythm to earn the most skillpoints. When you reach the next platform, locate the vertical cable leading down into the river valley below. Press the button shown on the screen to perform a leap toward the cable, then slide all the way down to a rocky ledge. Here you find another dropkit. Interface with the dropkit using the leash, and consider buying more charged shots for your PMC. Or if you can afford it, increase the charged shot capacity of the weapon.



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**3** Follow Ishi along the rocky path on the river's bank. You suddenly come under attack by two flaregunners farther down the path. These enemies fire explosive flares and move too quickly to leash. So take the fight to close range. Slide toward the two flaregunners, then hop over the low rock wall they're hiding behind. Kick the flaregunners and then shoot them for a Bullet Kick skillshot. Or to finish them off quickly, simply kick them off the side of the cliff toward the river for a Vertigo kill. You can now pick up their pistol-like weapon, called a Screamer.



Try kicking a flaregunner into the river on the left to unlock the Fish Food skillshot.



**4** After eliminating the two flaregunners, follow Ishi to the next engagement farther down the rocky path. Here you're confronted by three berserkers and a flaregunner. Take out the charging berserkers first with Bullet Slides or Bullet Kicks. You can also eliminate the berserkers by kicking them into the path of an incoming flare, unlocking the Friendly Fire skillshot. Once the berserkers are down, go after the flaregunner. Start by shooting the flaregunner with a short burst to stun him, then immediately hit him with the leash before he recovers—this is the only way to leash a flaregunner. As he flies toward you, kick him and then shoot him. Not only does this give you the Bullet Kick skillshot, but you also unlock the Gotcha skillshot for leashing an elusive flaregunner.



**5** Farther down the path, you're attacked by two more flaregunners and a berserker. Try to shoot the rushing berserker in the legs as he runs at you to make him fall—this unlocks the Trip Wire skillshot. During this fight, be prepared to press the aim button to complete a reaction sequence showing a damaged vulture gyrocopter landing on a distant plateau. That copter is your ticket out of here. But don't let the downed copter make you forget about the two flaregunners shooting at you and Ishi. Move to close range and take out these enemies with your new Screamer revolver. You can replenish your ammo for this new weapon by picking up the Screammers dropped by the two dead flaregunners. After dealing with the flaregunners, switch back to your PMC and shoot the skull on the plateau near the damaged gyrocopter. Once he's down, follow Ishi into the nearby cave.



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Hekaton's Lair

New Objective:

- Get to the Gyrocopter

**6 7** The only way to reach the gyrocopter is through this cave. Ignore the posted warning sign above the entrance and bust the makeshift barrier with a swift kick. The narrow entrance gives way to a massive cavern. Press the aim button at the right time to complete a reaction sequence, causing Gray to focus on the cave's exit located on the opposite side of the cavern. Continue pressing through the cavern, sliding beneath the low rock and shimmying hand over hand across a wooden branch.



**8** When you reach the end of the branch, Gray drops down onto a rocky platform. Complete another reaction sequence to take note of the blood and skeletons on the ground. It looks like something ate these poor fools. But don't let that dissuade you from grabbing the two ammo boxes near their remains. One box contains ammo for your Screamer and the other holds rounds for your PMC.

**9** Just beyond the bloody remains, the rocks beneath your feet give way, causing Gray and Ishi to fall into a narrow crevasse filled with massive eggs. There's no way around these eggs, so you'll need to go through them. Instead of shooting the eggs, simply kick them to clear a path. You earn 10 skillpoints for each egg you destroy, but only target the eggs that are in your way. Chances are you'll come to a dead end, so double back and look for another way through. Still, try to minimize the damage dealt to the eggs. The silence is suddenly broken by an ear-piercing roar originating deep within the cave. Whatever laid these eggs is pissed off and heading your way.

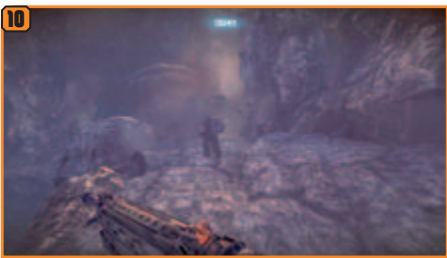


New Objective:

- Escape from the Cave

**10 11** At this point your escape from the cave is timed, as indicated by the timer at the top of the screen. You have exactly 85 seconds to escape the cave before you become lunch for the incoming Hekaton. Kick your way through the eggs until you find a clear path leading to the cave's exit. Begin sprinting as large boulders fall from the cave's ceiling. As you see daylight ahead, continue racing toward the damaged vulture gyrocopter. While Ishi repairs the copter, grab the nearby ammo box to add more Screamer rounds to your stores. Once the copter is repaired, climb aboard before time runs out.

**12** As you fly away from the cave, Ishi reports that your combined weight is causing the vulture to lose altitude—apparently these copters weren't built for two. Just behind the copter, large chunks of rock fall from the canyon walls as the Hekaton emerges from the cave. While the beast can be heard roaring, it is obscured by a massive plume of rock and dust behind the copter. Still, it appears to be chasing you. As you pass beneath the damaged bridge, Ishi notices that the train dangling from the wreckage is leaking fuel. When he tells you to shoot it, wait for the onscreen cue to appear, then press the fire button to open up on the train. Your bullets spark a massive explosion that causes the train to plummet to the bottom of the canyon and triggers a landslide behind the copter, putting a solid barricade between you and the Hekaton. This also earns you the All Bow to Heavy Metal achievement/trophy. But you're still losing altitude. A warning indicator sounds shortly before the vulture nosedives into the river below.





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# ACT 2: PARADISE LOST

## ACT OVERVIEW

Achievements and Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Disco Inferno	Kill all enemies without leaving the dance floor in the city outskirts	10	Bronze
	Somebody	Perform 25% of the single-player skillshots	20	Bronze
	Size Matters	Use your biggest weapon	15	Bronze

Unlockable Skillshots			
Name	Difficulty	Description	Skillpoints
Bombshell	Medium	Kill two or more enemies by exploding a flailbomber	50
Kill-O-Watt*	Medium	Push an enemy into an electric building in Mechaton's mini-city	50
Mass Extinction*	Medium	Stomp someone to death with the Mechaton	50
Sausage Fest	Medium	Kill an enemy using a hotdog cart explosion	50
Slam Dunk	Medium	Smash an airborne enemy into the ground using the Thumper	50
Exterminator	Hard	Kill an entire swarm of electroflies	100
Fast Food	Hard	Ram an enemy to death with a hotdog cart	100
Fly Guy	Hard	Kill an enemy by flinging them into a swarm of electroflies	100
Flyswatter	Hard	Thump an enemy so he smashes into the ceiling or an impaler	100
Intoxicated	Hard	Kill an enemy while drunk on Nom Juice	100
Killer News	Hard	Kill an enemy with the explosion of a newsbot	100
Sucker*	Hard	Kill an enemy using a giant fan	100
Touchdown	Hard	Thump a stunned miniboss to his death	100
Trap Shooting	Hard	Use bullets to kill a thumped enemy	100

\* = Secret skillshot

### New Enemies Encountered



Flailbomber



Shotgunner

### Collectibles



4




5



10

### Weapon Unlocks

Thumper




Smashes the target to the ground, causing a massive terrain impact.

Flailgun



Entirely custom built, this lethal tool propels two high-impact grenades linked by a steel chain.

Boneduster



A custom-built quad-barreled shotgun with flip forward reload mechanism.

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1 Shortly after the copter crash, Gray and Ishi crawl out of the river and pull themselves up onto the bank. Ishi is still upset over Gray's actions that have left them stranded on this hostile world. But he realizes that they must work together for now. The Final Echo soldier known only as Trishka is located somewhere in the nearby city. She is Gray and Ishi's only chance of finding General Sarrano and securing passage off this planet. But given the hostile nature of the local populace, it's unclear if Trishka is still alive. Gray and Ishi have no choice but to enter the city and find Trishka before it's too late. Her escape capsule landed not far from this location.

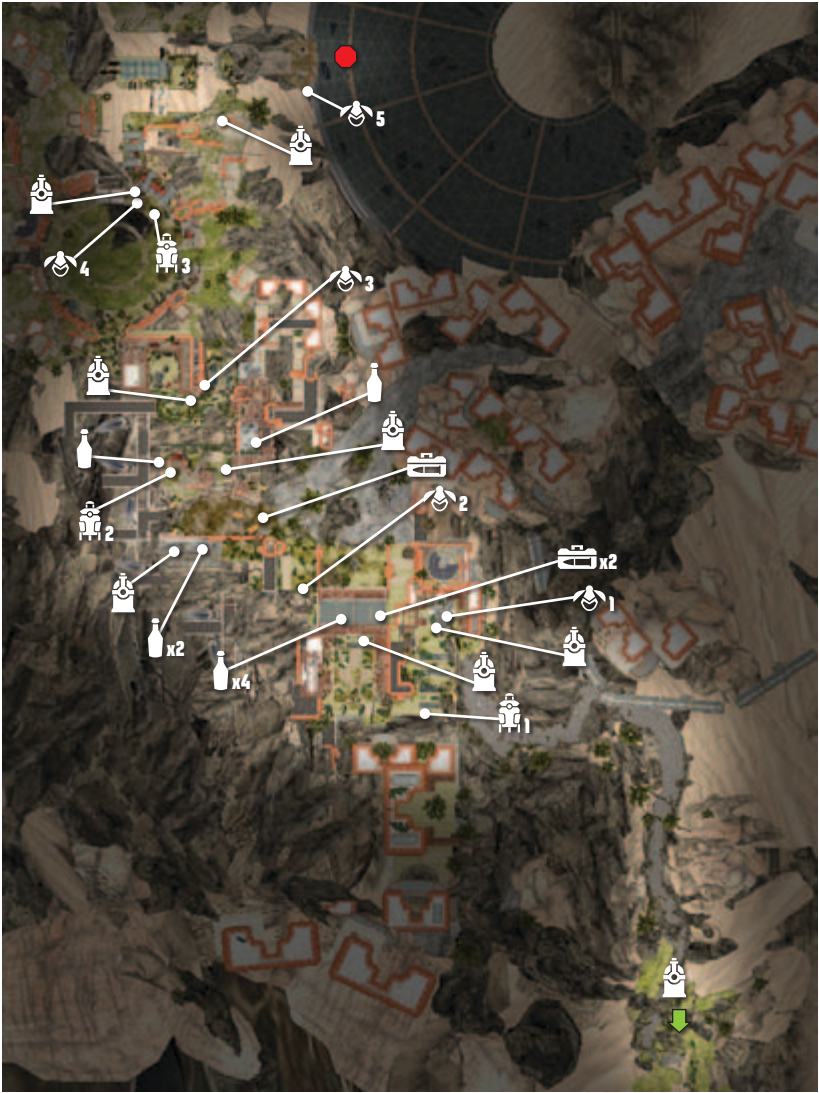
City Outskirts

Legend

- Level Start
- Level End
- Dropkit
- Ammo
- Newsbot
- Electrofly Swarm
- Nom Juice

New Objective:

- Locate the Capsule





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**2** As you regain control, let Ishi take the lead and follow him along the rocky trail leading into the city. When you near a low stone archway, either crouch and crawl beneath it or simply slide under it. Just beyond the archway, a dropkit is embedded in the stone wall on the left. Hit it with your leash to go shopping. This is the first time you can access the Screamer options. But before you can upgrade it, you must first purchase access to the weapon. Therefore, if you drop it, you can retrieve new Screammers from other dropkits. Purchase access to the Screamer then consider upgrading the weapons ammo capacity—you can't buy a charged shot yet.

**3** Around the next bend in the trail, take in the sweeping view of the city. Clusters of quaint villas cover the nearby hillside while shimmering



skyscrapers loom in the distance. Something doesn't seem right. Why would the locals leave a place like this to a bunch of savages? Ishi suggests that perhaps the people who once called this planet home never left. Whatever happened here, it doesn't look good. But don't linger to ponder the recent history of this planet. Continue along the trail and initiate a slide to pass beneath a set of low branches.

**4** Just ahead is a wrecked monorail train suspended above a gap in the trail. Target the marked monorail car with your leash. This causes the car to fall and create a makeshift bridge for you to cross. Follow Ishi through the monorail car and be prepared to perform a quick reaction sequence on the other side. A sharpened branch adorned with several human skulls is stuck in a nearby rock. The signal is clear—you're entering skull territory.



**5** Just ahead, you come under attack by three skulls and a flaregunner. Equip the Screamer and open fire. The Screamer delivers heavy damage at close-to-medium range, so leash the skulls toward you and blast them. If you can score a kill with just one shot, you'll unlock the One Hit Wonder skillshot. If there are any survivors left, take them out with Bullet Kicks or Bullet Slides. Vertigo skillshots are easy here, too; simply kick enemies off the side of the trail.



**6** Follow Ishi toward the first cluster of buildings and hop over a low branch to enter a courtyard. As soon as you enter this area, several flaregunners and two skulls attack from the opposite side of the courtyard. Leash one of the skulls toward you, yanking him through the swarm of electroflies in the center of the courtyard to unlock the Fly Guy skillshot. Instead of trading shots from long range, circle around the perimeter of the courtyard and approach the enemies. Initiate a slide to avoid the incoming flares and knock your enemies into the air for Bullet Slide skillshots. Or if you have charged shots in your PMC, try to kill multiple enemies with one hit to unlock the X-Ray skillshot. Remember, the flaregunners move too quickly to leash unless you stun them first. So it's much easier to attack them at close range with kicks or slides. If you're blinded by an incoming flare, try to kill one of the enemies to unlock the Blind Fire skillshot. This is easiest at close range as your vision is temporarily impaired by the flare. Simply open fire with the PMC in the general direction of a flaregunner and try to kill him before your vision returns to normal. Or you can simply kick your foes into the pond in the middle of the courtyard for Fish Food skillshots.



Electrofly Swarm 01



After defeating all the enemies, turn toward the center of the courtyard and locate the swarm of electroflies. There are six of these insect-like robots flying in erratic patterns. Take aim and shoot one electrofly at a time. This is easiest with your PMC. Each electrofly is worth skillpoints, making this activity well worth your time. Eliminate the entire swarm to unlock the Exterminator skillshot. There are more swarms scattered throughout the city. Eliminate all of them to earn the Insecticide and Pest Control achievements/trophies.



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Newsbot 01



Follow Ishi along the walkway until he tells you to check Trishka's signal. According to Gray's leash, her capsule isn't far away. Take note of the small robot rolling around nearby. This is a newsbot. These robots repeat the same message over and over. At some point not long ago, these robots served a practical use for the locals, offering news and reports on upcoming events. But now their constant babble is just plain annoying. Kick this newsbot to destroy it, earning 200 skillpoints in the process. More newsbots are deployed throughout the city. Try to find and destroy them all to earn the Major Malfunction and Total Malfunction achievements/trophies.



7 Just below the electrofly swarm is another dropkit. Use the leash to interact with it. Restock on charged shots for the PMC. But also notice that you can now purchase the charged shot upgrade for the Screamer. This allows you to shoot incendiary flares at your enemies. Flares explode after a short period, setting fire to anyone unfortunate enough to be standing too close.



8 9 Slide beneath the overturned kiosk to approach the next courtyard. Here you're confronted by more skulls and flaregunners. Wait until at least one enemy is near one of the two red hotdog carts then shoot it until it explodes, sending wieners everywhere. If the explosion kills an enemy, you unlock the Sausage Fest skillshot. The explosion is a great way to take out multiple enemies, too. A second hotdog cart allows you to repeat the same skillshot. The nearby cacti plants are tempting too. Leash skulls toward you, then kick them into the cacti for Pricked skillshots. The purple cylindrical kiosks flanking the courtyard are useful environmental hazards. Leash or kick enemies into these objects to electrocute them with the Shocker skillshot.

10 After you've eliminated all the enemies in the courtyard, complete a reaction sequence to take notice of the large RetroSound sign—this is where you're headed next. While Ishi hacks the door to the dance club, access the nearby dropkit. If necessary, purchase some charged shots for your PMC. Thumpers can also come in handy. Once you're well-stocked on ammo, return to Ishi and enter the club.

TIP

Instead of shooting hotdog carts, try kicking one toward an enemy. If you manage to crush an enemy with a hotdog cart, you'll unlock the Fast Food skillshot.

RetroSound Classic Music Club

Nom Juice



Just inside the club's door is a table holding two bottles of Nom juice—a local alcoholic libation. You can either drink or shoot these bottles, but make your decision carefully. Getting buzzed off alcohol causes your vision to blur. But killing enemies while under the influence earns you the Intoxicated skillshot. The fight ahead is tough enough, so consider laying off the booze for now. If you shoot the bottles, they're worth 200 skillpoints each—if you drink them they're worth 50 skillpoints each. There are two different achievements/trophies tied to these bottles, so pay close attention. You'll earn the Space Pirate achievement/trophy if you drink 20 bottles of Nom juice. If you shoot 20 bottles, you earn the Straight Edge achievement/trophy.



11 12 As soon as the chaingunner is down for the count, grab his weapon and open fire on the remaining skulls in the club. Make an effort to stay on the dance floor, close to where the chaingunner first appeared. From here you can see the door on the right side of the club. When this door opens, start firing at the skulls who charge through. Hold down the trigger and mercilessly cut through the



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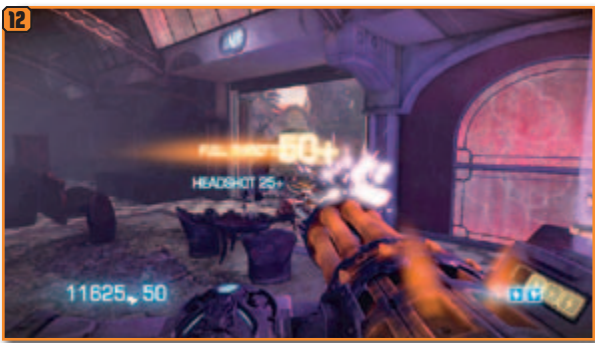
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enemies with the chaingun to score some Full Throttle, Headshot, and Trip Wire skillshots. The chaingun's battery won't last forever, so make use of the short time you have with this devastating weapon.

**13 14** Once you've cleared all the hostiles in the dance club, follow Ishi outside while your weapon still has battery power. More skulls and flaregunners await outside, firing down into the courtyard from a distant ledge. Target the red barrels on the ledge to set off a large explosion and score some Enviro-Mental kills. Keep up with Ishi as he rounds the next corner, but watch out for more enemies approaching near the archway. Kick the hotdog cart toward the arch, then blast it with the PMC as the enemies approach for more Sausage Fest skillshots. Of course, the nearby cacti plants are useful, too, if you prefer to impale the enemies with Pricked skillshots. Once you eliminate the enemies, consider backtracking to the dance club and grabbing dropped ammo and an ammo box.

Waterfront

Electrofly Swarm 02



Immediately after passing through the archway, turn left and approach the railing overlooking a body of water. Just beyond this railing is another swarm of electroflies. Shoot them all, then catch up with Ishi.

Nom Juice



Search for a bottle of Nom juice at the back of the room—it's sitting on a round table. Either shoot it or drink it. Drinking it can make the next fight a bit challenging, but you'll earn Intoxicated skillshots for every kill.

Disco Inferno

If you can eliminate the chaingunner and all other enemies without stepping off the dance floor, you earn the Disco Inferno achievement/trophy. The most challenging part is eliminating the chaingunner at close range. But if you stun him with a charged shot and kill him with a Fire in the Hole skillshot, he really isn't that big of a problem. Once the chaingunner is down, simply stay on the dance floor and gun down the remaining enemies until you earn the achievement/trophy.



**15** An overturned vending machine blocks the path ahead. Dislodge the machine with a swift kick, sending it crashing down the nearby steps. At the building ahead, activate the switch to open the door. There's another dropkit located in this dry dock facility, housing luxury yachts. The dropkit is embedded in the floor ahead. It's easiest to access the dropkit by following Ishi down the stairs and aiming up through the ceiling to attach your leash. Restock your ammo and charged shots as necessary.

**16** The metal doors on the lower level of the dry dock building are closed, so kick them open. But quickly stand aside as several skulls and flaregunners attack. Equip your Screamer and load a charged shot. Next, target one of the enemies in the middle of the room with a flare. As the flare explodes, it sets the room ablaze, allowing you to pick off your enemies as they're engulfed in flames, earning you Afterburner skillshots. If you can quickly kill three enemies on fire with the Screamer, you'll also unlock the Fire Fighter skillshot. As you can see, flares are very powerful, especially when confronting multiple enemies in tight quarters. Enter the room and grab ammo off your victims.

**17** Interact with the switch on the wall to open the large steel door. But don't rush outside just yet. A helicopter has just



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dropped a container full of berserkers. Another charged shot from the Screamer can set most of these berserkers ablaze, making them easy to pick off one by one, earning you more Afterburner

skillshots. Or you can simply hold your ground and knock the berserkers into the air with slides and kicks, finishing them off with Bullet Kick or Bullet Slide skillshots. But once the berserkers are eliminated, return to the dry dock facility and await the next wave of enemies.

**18** This time, multiple flailbombers come charging at you. These enemies are strapped with explosives and attack at point-blank range. So gun them down before they get close. Fortunately, the explosives strapped to their chests are very volatile, requiring only a few hits to make them explode. Try to explode these enemies when they're in tight groups. The splash damage from one explosion is often enough to detonate the explosives strapped to their buddies. Killing two or more enemies with one such explosion unlocks the Bombshell skillshot. Hold your position and keep blasting the incoming waves of flailbombers until Ishi commends you on your skill—this indicates the attack is over.

**19** Step outside and grab a flailgun off one of your victims. You can retrieve extra ammo by walking over other dropped flailguns. There's also a box of ammo in one of the large shipping containers on the right side of the cargo yard. Remember, every bit of ammo you can pick up will save you skillpoints. Once you've grabbed all the ammo you can find, join Ishi by the door of the next building.



Flailbomber

Abilities: The flailbomber charges directly at you and attacks with the flailgun at close range. If the weapon's explosive enhanced chain wraps around your neck, you cannot remove the explosives. Upon eventual detonation, your health is greatly diminished, making you extremely vulnerable to follow-up attacks.

Tactics: Slide attacks allow you to dodge under his flail and flip him head over heels. The leash can be useful to bring a single flailbomber to a position where you can kick him into someone else, then shoot him. But leashing him is a bad idea if there are lots of flailbombers running at you at once. Whatever you do, don't run up to these enemies and kick them. At close range, you'll be hit by their flailguns.

Weapon Recommendations: The Peacemaker Carbine is the best weapon for dealing with these threats. Target the red explosives strapped to their chests to explode them. The Penetrator is also effective, allowing you to redirect the target like an explosive rocket. Avoid using the Boneduster or Bouncer as they lack the accuracy to drop these guys at long range. The Head Hunter sniper rifle is also difficult to use given the enemy's quick movement.

Flailbomber Skillshots

Name	Difficulty	Description	Skillpoints
Bombshell	Easy	Kill two or more enemies by exploding a flailbomber	25

Flailgun

Description: Entirely custom built, this lethal tool propels two high-impact grenades linked by a steel chain. The chain wraps around a target rendering it completely helpless and allowing the user to detonate the explosives at the exact moment they choose.

Magazine Capacity: 1

Access Cost: 800 skillpoints

Charged Shot Upgrade: Launches an overheated flail chain that will slice through anything in its way.

Skillshots

Name	Difficulty	Description	Skillpoints
Gang Bang	Easy	Kill two or more enemies with a single flail explosion	25
Grenade Gag	Easy	Wrap flail around the head of an enemy and explode it	25
Minefield	Easy	Kill an enemy by exploding a flail attached to a surface	25
Chain Reaction	Medium	Slice two or more enemies in half using the flail charged shot	50
Homie Missile	Medium	Use a flail-wrapped airborne enemy to kill another enemy	50
Meat Slicer	Medium	Slice an enemy in half while wrapping the flail around an object	50
Sadist	Medium	Wrap a flail around an enemy but kill him before it explodes	50
Smart Mine	Medium	Use a flail-wrapped standing enemy to kill an airborne enemy	50
French Revolution	Hard	Decapitate two or more enemies with a single flail charged shot	100
Head Slicer	Hard	Decapitate an enemy while wrapping the flail around an object	100



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Newsbot 02/Nom Juice



The next building is empty, except for a lone newsbot. Kick it to end its constant chatter. There's also a bottle of Nom juice on the round table where the newsbot is patrolling. Either shoot it or drink it. However, there aren't any enemies nearby, so you can't benefit from the Intoxicated skillshot.

20 Climb up the stairs to exit the building and locate the nearby dropkit embedded in a brick wall. Here you can purchase access to the flailgun and apply upgrades. Consider expanding the ammo capacity of the weapon, then load up on ammo. The flailgun is a highly specialized weapon, so you probably won't use it that often. So don't go overboard on expanding its ammo capacity. The weapon's charged shot function is not available yet.



Rooftops

21 After spending some of your hard-earned skillpoints at the dropkit, follow Ishi through the nearby damaged building and proceed onto the adjoining rooftop. Kick a piece of sheet metal covering a hole in the wall ahead and confront the skulls and flaregunner on the other side. Yank the skull through the hole in the wall, then kick him off the side of the roof. Finally, step through the hole in the wall and deal with the flaregunner, preferably with a Bullet Slide.

22 On the next rooftop, two berserkers come charging at you while two flaregunners attack from a distant balcony. Dodge the incoming flares by sidestepping or sliding. Then when the berserkers are within range, kick them into one of the three large industrial fans on the rooftop to unlock the Sucker skillshot. With the berserkers reduced to chunky bits, attack the flaregunners with the flailgun. It's not the most accurate weapon at this range, but as long as you attach a flail to the small balcony, you should be able to kill both flaregunners with one blast, unlocking the Gang Bang skillshot.

23 Press forward and focus on this small building's door. When the door swings open to reveal a chaingunner, target one of the red barrels behind him and open fire. This sets off a massive explosion, killing the chaingunner and everyone else inside the small structure. Hold your position and eliminate the remaining skulls lingering outside the building you just detonated. Yank them toward you with the leash, then kick them off the side of the roof.

24 Rush down the stairs adorned by a dangling Reception sign. Hold at the top of the next flight of steps and engage the berserkers charging up the steps. Kick them into the electrified wires dangling from the ceiling for a Shocker skillshot. Also watch out for the lone flaregunner at the bottom of the stares. Slide down the steps and knock him into the air. Try to impale him on the rebar in front of the door opposite of the staircase for a Voodoo Doll skillshot.

Somebody



At some point during this chapter you can earn the Somebody achievement/trophy for performing 25 percent of the single-player skillshots. Remember, try to perform a skillshot for each kill and reference the skillshot database to show which skillshots you have yet to unlock.



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Electrofly Swarm 03



As you round the corner outside, look up to spot another electrofly swarm next to the dropkit sitting on a partially collapsed balcony. Take a time out and eliminate the swarm to earn some easy skillpoints, then restock on ammo by interfacing with the dropkit. You can now purchase access to the Thumper upgrade for your leash. The Thumper allows you to launch multiple enemies into the air with the leash. This is a very powerful attack and well worth its high price. After buying the Thumper upgrade, purchase at least three Thumper attacks for the leash.



Leash/Thumper



Description: The leash is a concentrated energy beam that can be used to grab a target and drag them toward the user. It can also be upgraded to thump enemies into the air.

Magazine Capacity: N/A

Thumper Access Cost: 3,800 skillpoints

Thumper Upgrade: Smashes the target to the ground, causing a massive terrain impact. Standard enemies are launched into the air with extreme force, while larger enemies are slammed to the ground and stunned. Can be used to impale opponents on spiked ceilings.

Skillshots			
Name	Difficulty	Description	Skillpoints
Flyswatter	Medium	Thump an enemy so he smashes into the ceiling or an impaler	50
Slam Dunk	Medium	Smash an airborne enemy into the ground using the Thumper	50
Trap Shooting	Medium	Use bullets to kill a thumped enemy	50
Fertilizer	Hard	Explode two or more thumped enemies using an environmental explosive	100
Touchdown	Hard	Thump a stunned miniboss to his death	100

**25** Proceed to the nearby courtyard to locate Trishka's capsule. Be prepared to complete a reaction sequence by pressing the aim button at the right time. But the capsule is empty and she's nowhere in sight. However, a trail of blood leading up the nearby steps suggests she's begun her trek toward General Sarrano's location. And, by the looks of it, the blood isn't hers. She's kicked some major ass all by herself. It's clear you're tracking a very capable soldier. But for now, she doesn't know she's being tracked—otherwise she wouldn't have left a trail of carnage behind her.

**26 27** Follow the red trail up the blood-soaked stairs and follow the walkway to another set of steps leading down. Just ahead a fire fight has broken out—but so far nobody is shooting at you. Sneak up behind the pair of skulls while their backs are turned and kick the red explosive trash can toward them to take them out, scoring a pair of Enviro-Mental skillshots. Like red barrels, these red trash cans explode when shot or kicked at an enemy. Those outside their lethal blast radius are often set ablaze, making them easy prey for the Afterburner skillshot. Just ahead it looks like you've found your gal on the opposite side of the canal. She's holding off a superior number of skulls. Lend her a hand by flanking these skulls from the rear. Leash the skulls and yank them away from Trishka. As you advance along this alley, be ready to complete a reaction sequence, giving you a quick glance of Trishka dishing out some bad intentions.





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Canals



to reach the building on the other side of the canal. When you're nearly across, another skull appears in the window ahead—and Ishi can't get a clear shot. Pick up the pace to jump through the window. Upon landing, kick the skull into the rebar on the wall behind him to score a Voodoo Doll skillshot.



**32 33** When you've eliminated the swarm, kick the overturned bookcase blocking the doorway to the next building and follow Ishi inside. Slide beneath a low branch inside, then immediately turn to the windows on the right—you can hear enemies outside. Move toward the hotdog cart on the left and watch the enemies gather outside the windows while equipping your flailgun. Kick the hotdog cart toward the gap ahead, between the two collapsed kiosks. Let the skulls enter and take cover behind the makeshift barricades just inside the window. Hold your fire until two flailbombers come charging in. When they approach the barrier where their skull buddies are taking cover, attach a flail to the hotdog cart and detonate it. This not only sets off your flail and the hotdog cart, but it also triggers the explosives on both flailbombers. If your timing is just right, you can take out all the enemies with a single explosion scoring multiple Bombshell, Sausage Fest, and Minefield skillshots. But watch out for more flailbombers barging through the window. Simply shoot these guys with the PMC while they're close together to trigger another Bombshell skillshot.



Newsbot 03



Drop to the ground floor and follow Ishi toward the next building. While moving, Gray discovers that Trishka's signal is dead. She really doesn't want you following her, but

she couldn't have gotten too far. Before entering the next building, locate the nearby newsbot and take him out with a swift kick. But be sure to listen to the newsbot's announcement first.

Electrofly Swarm 04



Not far from the newsbot is a dropkit. Stock up on charged shots and ammo then look up

to spot another swarm of electroflies. Take your time eliminating this swarm, targeting one robotic insect at a time.



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**34** Proceed past the gore and body parts smeared across the floor ahead and exit through the shattered windows. Outside, interact with a switch next to a raised bridge to lower it. But as you cross the bridge, watch out for more flailbombers charging toward you. Hold your ground at the center of the bridge and open fire with the flailgun or PMC. These enemies attack



in tight clusters, making it easy to score multiple Bombshell skillshots by detonating the explosives on their chests. If they get too close for comfort, back pedal and keep shooting until they explode.

**35** Shortly after crossing the bridge, be ready to press the aim button to complete a reaction sequence. Trishka can be seen on the other side of the canal collapsing a bridge, preventing you from linking up with her. Turn to the right to locate another dropkit embedded in the nearby wall. Before continuing, make sure you have a few charged shots for the PMC. By now you should be able to afford to top off the ammo for the rest of your weapons, too.

**36** After accessing the dropkit, perform another reaction sequence to notice a large orb-like object above a raised bridge. There are no controls for the bridge

on this side of the canal. Target the orb with your leash, causing it to smash down on the bridge. Now that the bridge is lowered, you can cross to the other side.

Monster Dome Entrance



**37 38** As you enter the large glass dome structure beyond the bridge, several skulls attack from the stairway ahead. Grab the enemies with the leash and kick them into the cacti straight ahead to score Pricked skillshots. When you face no more resistance, climb the steps ahead and prepare for another wave of enemies, including a chaingunner. Target the skulls first, eliminating them before the chain-gunner can move within attack range. Leash, kick, and shoot the trash cans on the perimeter of this platform to expedite the process of eliminating the skulls here.

**39** By now you should be a pro at eliminating chaingunners, but try to finish this guy off in a new way. Start by stunning him with a charged shot from the PMC. While he's stunned, leash off his helmet, but don't shoot him in the head. Instead, wound him some more until he enters another stunned state. While he's bent over, run up to him and kick him in the head—this causes his head to explode, unlocking the Kick Off skillshot.

**40** Grab the chaingunner's weapon and turn toward the doorway ahead. A large wave of skulls and flailbombers bursts out of the doors and charges directly at you. Answer their battle cries with the ripping sound of the chaingun, scoring multiple Full Throttle, Headshot, Bombshell, and Trip Wire skillshots. When Ishi presses ahead, the attack is over.



When the chaingunner starts shooting at you, leash one of the skulls and kick him toward the chaingunner. If the airborne skull is hit by the chaingunner's automatic blasts, you'll score Friendly Fire and Bullet Kick skillshots.

Electrofly Swarm 05



Before entering the Monster Dome, look for the swarm of electroflies to the right of the exhibit's sign. If the chaingun still has battery life remaining, open fire and try to hit all six electroflies with this weapon—it's better than wasting your own ammo.

Once you've eliminated the swarm, join Ishi inside the Monster Dome.



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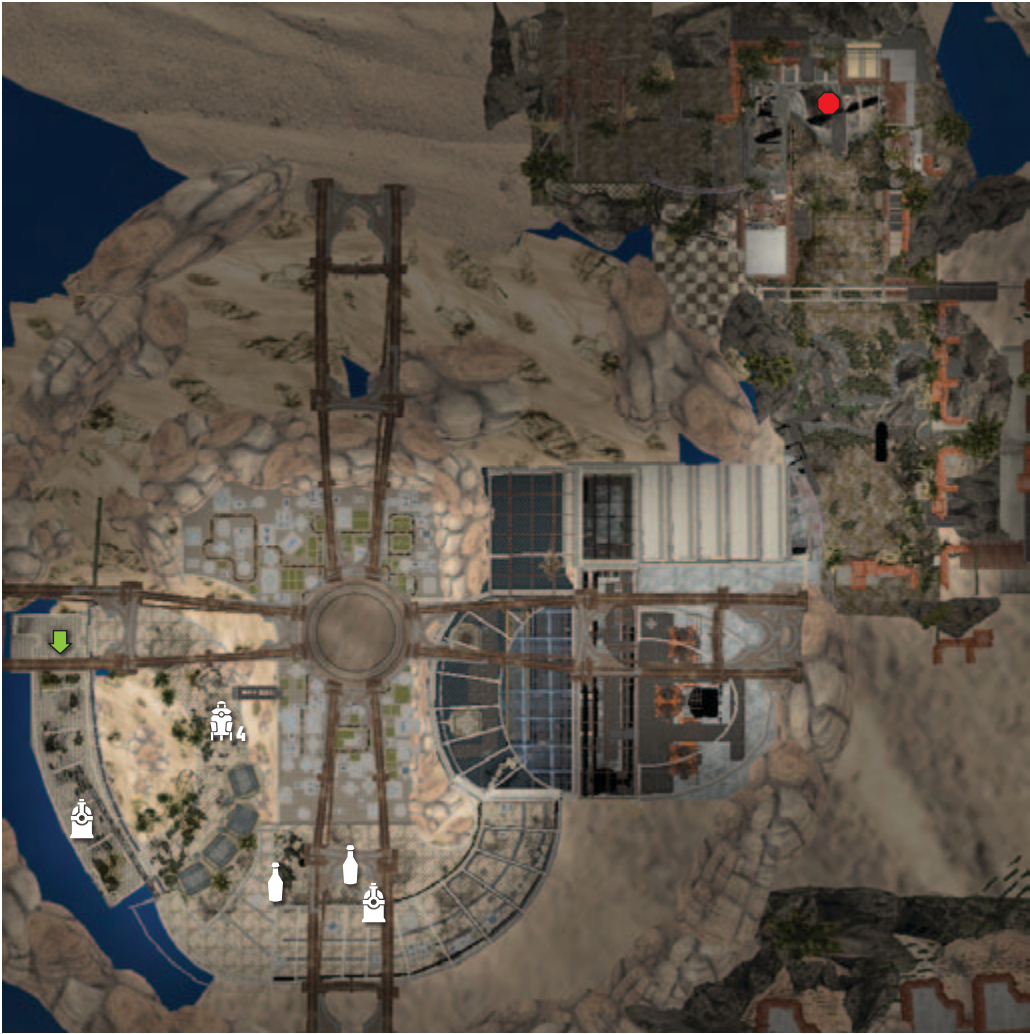
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## CHAPTER 2: WORST FAMILY FUN VACATION EVER

### Monster Dome



#### Legend

- Level Start
- Level End
- Dropkit
- Ammo
- Newsbot
- Electrofly Swarm
- Nom Juice

#### New Objective:

- Get through the Monster Dome



**1** The Monster Dome is a tourist attraction, one that's clearly seen better days. Still, the PA system is still functional, welcoming guests and promising thrills. As you pass through the entry hall, look for a dropkit on the right side. Interface with the dropkit and purchase access to a new weapon—the Boneduster shotgun. Like any shotgun, the Boneduster is ideal for close-quarters combat. But you can only carry three weapons at a time. So consider stowing the flailgun or Screamer in exchange for the Boneduster. The PMC remains your primary weapon and must be carried at all times. You cannot upgrade the Boneduster's charged shot function yet.

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Boneduster



Description: A custom-built, quad-barreled shotgun with flip forward reload mechanism. The increased barrel number allows four shots in succession before reloading. At medium range, it will send enemies flying. Closer up, it will literally blow them apart.

Magazine Capacity: 4

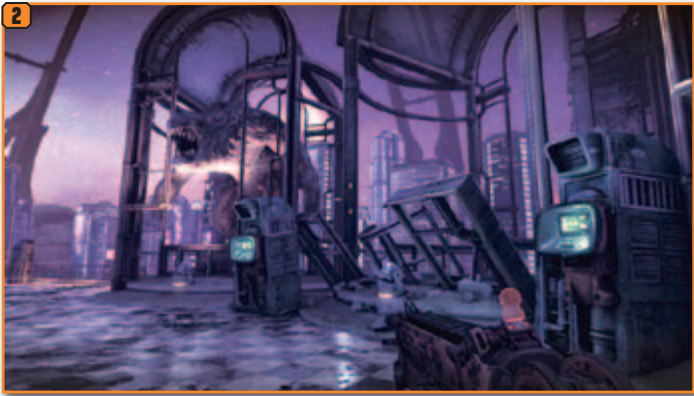
Access Cost: 900 skillpoints

Charged Shot Upgrade: Fires a vaporizing shockwave at the target, which will literally burn the flesh off anything in its path. This blast is most effective when used against large groups.

Skillshots			
Name	Difficulty	Description	Skillpoints
Burn	Easy	Vaporize two or more enemies with one charged shot	25
Legless	Easy	Blow off the legs of an enemy	25
Topless	Easy	Blow off the upper body of an enemy	25
Acid Rain	Medium	Vaporize two or more enemies in midair with a charged shot	50
Pump Action	Medium	Get an enemy airborne then shotgun blast him into an environmental hazard	50
Splatterpunk	Medium	Kill a downed enemy by blasting him against the floor	50
Torpedo	Medium	Kill an enemy by shooting him while sliding	50
Juggler	Hard	Blast an airborne enemy twice, then kill him before or on landing	100
Piledriver	Hard	Get an enemy airborne, then smash him into a surface with the shotgun blast	100
Slugfest	Hard	Kill two or more enemies with one normal shot	100

Mechatons once roamed this miniature cityscape, putting on a show for guests. But as you recover from your jump and glance up, it looks like a new threat walks these city streets now. Quickly slide or kick the hulking shotgunner into the electrified skyscraper directly behind him. This unlocks the Kill-O-Watt skillshot. Shotgunners are deadly at close range, so it’s best to avoid such close encounters in the future.

More skulls and shotgunners lurk in this miniature city, so don’t let your guard down. Leash the enemies toward you then kick them into the electrified skyscrapers—this is the quickest and most efficient way to dispatch the shotgunners. Or if you want to earn a Pump Action skillshot, leash them toward you, then shoot them with the Boneduster to knock them into a skyscraper. At close range, try to blow off their legs for a Legless skillshot, or target their upper body for a Topless skillshot.



Enter the large foyer and kick away the gate leading into a queue. Apparently this is where guests stood in line to purchase tickets. Just beyond the queue are two menacing Mechaton models. These are scaled-down animatronic versions of the indigenous Hekaton you encountered earlier in the cave. Quickly press the aim button when prompted to complete a reaction sequence. It looks like one of the Mechatons is missing from its cage. That can’t be good.

Newsbot 04



Just beyond the Mechatons, look for a malfunctioning newsbot rolling around. Put it out of its misery with a swift kick to score some bonus skillpoints.

Mini-City

Move to where Ishi is standing and kick open the gate marked “Employees Only.” Step onto the catwalk then jump over the railing ahead to land in a large city diorama filled with scaled-down skyscrapers. It looks like the





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### Shotgunner

Abilities: Shotgunners charge at you while firing their deadly Boneduster shotguns. They wear a mask made of bone that offers some protection. But this mask can be destroyed with repeated hits, eventually making them vulnerable to lethal headshots.

Tactics: Slide into these guys to knock them into the air. Sliding gets you into close range quickly, minimizing the danger of getting blasted. Even better, pull the shotgunner to you with the leash. These slow enemies cannot avoid the leash's grip, rendering them defenseless while airborne. Avoid kicking these enemies as you must often get in close, leaving you open to shotgun blasts. Getting hit by the Boneduster knocks you back, preventing you from successfully landing a kick. Whenever possible, knock shotgunners into environmental hazards to score quick kills.

Weapon Recommendations: The Screamer's stopping power works well against the shotgunner at medium range. The explosive flailgun and Bouncer munitions are even more effective, both proving lethal with one direct hit. The PMC lacks the power to quickly dispatch a shotgunner and his mask makes headshots difficult and time consuming. The Boneduster is only effective at close range, preferably while the shotgunner is airborne—you don't want to get into a close-range shotgun duel with this guy. The Head Hunter sniper rifle dishes out lots of damage, but don't get caught peering through the scope while multiple shotgunners flank you at close range.



**6** Deeper in the mini-city, you're attacked by a couple of berserkers and a distant flaregunner. Slide into the charging berserkers to flip them. If you time it just right, you can knock them into the path of an incoming flare, setting them ablaze. Quickly shoot the flaming berserkers to score Bullet Slide and Afterburner skillshots—if you shoot them in the head you can also tack on a Headshot bonus. Finally, slide toward the flaregunner and shoot him in the legs with the Boneduster. If you can blow off his legs while still sliding, you'll unlock the Tackle skillshot.



**7** A couple more skulls hide behind the last cluster of skyscrapers in this diorama. With the Boneduster still equipped, yank one of the skulls out of cover with the leash. When he's within range, shoot him with the Boneduster. This causes him to fly away from you, much like a kick. Blast him a second time before he hits the ground to unlock the Juggler skillshot. If you fail, try again with another skull, leashing him toward you, then blasting him twice with the Boneduster. But remember, the weapon can only hold four shells at a time, so make sure you have at least two shells loaded before attempting this skillshot. Or you can simply slide toward these skulls and blast them in the legs for Legless and Torpedo skillshots.

**8** Once you've dealt with all the hostiles in the tiny city, find Ishi and activate the nearby switch. This causes a hatch to slide open in front of you. But it also triggers an attack by the missing Mechaton. The mechanical monster crashes through the skyscrapers and fires laser beams from its eyes. When prompted, press the button shown onscreen to complete a reaction sequence. Gray and Ishi quickly dive into the open hatch, narrowly escaping the beast's wrath.

**9** You find yourself in a cramped maintenance tunnel just beneath the miniature city. Advance to the end of the tunnel and turn left. The tunnel here is blocked by a grate. But there's a switch just beyond the grate—hit it with the leash to raise the grate. Step past the raised grate and climb up the ladder on the right to enter some sort of storage area. Access the nearby dropkit to replenish your ammo and Thumpers. Choose the flailgun and Boneduster as your backup weapons.





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Nom Juice



There's a bottle of Nom juice lying on the floor near the dropkit—shoot it or drink it. If you drink, it you can score multiple Intoxicated skillshots in the fight ahead, assuming you can still shoot straight.

Warehouse

**10** Enter the next corridor filled with wooden crates. Several skulls and a shotgunner appear at the opposite end of the hall and promptly take cover behind the crates. Wrap the closest enemy with a flail from the flailgun, then immediately launch him into the air with a Thumper attack. When all the enemies are airborne, detonate the flail. The explosion kills the initial target and nearby enemies, earning you Gang Bang and Homie Missile skillshots. But the explosion may not kill all the enemies. So as they float high above the floor in slow motion, take aim with the PMC and kill as many enemies as you can to score Trap Shooting skillshots. Use the Boneduster to finish off the survivors. Leash them toward you, then blast them with the Boneduster, knocking them into a wall or crate to score Piledriver skillshots. If you want to top off your ammo following the latest fire fight, back track to the previous room and visit the dropkit.

**11** Continue to the next room and hop over the marked railing. As soon as you land on the other side, the Mechaton makes another appearance, smashing through shelves and large crates. The door to your right is locked, so wait patiently as Ishi hacks the controls. While Ishi tells you to hold off the Mechaton by shooting it, your PMC does no damage to the beast. So simply wait and save your ammo. But once Ishi gets the door open, rush through before the Mechaton can get any closer.

**12 13** In the next room, five berserkers come charging at you. The berserkers are spaced out as they run toward you, so don't bother with a Thumper attack as it won't be very effective. Instead, trip up the first berserker by wrapping a flail around his legs. Then when the other berserkers rush past their immobilized comrade, detonate the flail for multiple Gang Bang skillshots. The Boneduster is also very effective at close range, giving you the chance to score more Piledriver and Juggler skillshots. Just beyond the berserkers, a couple skulls open fire from the top of the stairs, hiding behind crates. Leash them toward you then blast them with the Boneduster for Piledriver skillshots. Or slide toward them, shooting them at close range for Torpedo skillshots.

**14** Follow the catwalk ahead and descend the adjoining stairs leading to the ground floor. At the bottom of the stairs, kick open the closed gate. Suddenly the Mechaton comes crashing through the wall straight ahead. Alongside the Mechaton is a skull holding some sort of remote control device—this is the guy controlling the mechanical beast. The Mechaton malfunctions and the skull frantically pounds on the remote device, trying to regain control. Complete a reaction sequence to blast the skull with the PMC. The remote device lands at Gray's feet. It's time to have some fun with this Mechaton!





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New Objective:

- Use the Mechaton to Clear the Path Ahead

accessible weapon, so use it wisely. The Mechaton has only two controls to master: fire and interact. When you aim the remote device at a target and press the fire button, the Mechaton fires lasers from his eyes. Very cool. But to get out of this room, you need to Mechaton to smash through the nearby steel door. So aim at the door and press the interact button. The Mechaton effortlessly smashes through the door, clearing a path for you and Ishi. Follow Ishi along a catwalk in the next room, leading toward a large window. Once again, aim at the window with the remote and order the Mechaton to smash through.

City Street

**17** After the Mechaton smashes through the glass, follow Ishi up the stairs to the catwalk leading outside. The skulls have set up an ambush outside the Monster Dome, but they weren't expecting you to escape with such a powerful weapon. Immediately open fire on the skulls and chaingunner positioned in the building across the from the smashed windows. Also, use the interact button to make the Mechaton move forward. Try to trample a few skulls on the ground to unlock the Mass Extinction skillshot—this is the only level where you can unlock this skillshot, so be sure to get it before the sequence ends. Watch out for incoming fire from the skulls, and be ready to crouch down and take cover behind the sheet metal hanging on the outside of the catwalk. Stay out of sight until you fully recover. Even after you eliminate the first chaingunner, two more appear during this fight, posing a serious threat to you and Ishi. Quickly counter the chaingunners by pounding them with the Mechaton's lasers.

**18** Once Ishi reports that the area is clear, be ready to complete a reaction sequence, causing Gray to focus on the yellow bus in the street below. Target the yellow bus on the ground and order the Mechaton to push it. This causes the bus to roll back into the flooded crater in the street, creating a makeshift bridge for your Mechaton to cross. Order the Mechaton to cross to the other side. After the Mechaton crosses, the bridge sinks deeper into the crater. Fortunately, you can remain on the catwalk for now.



**15 16** You now have complete control of the Mechaton. During this sequence, the Mechaton is your only



**19 20** Follow behind Ishi as he kicks down the nearby gate and proceeds along the catwalk. You soon come under fire from the skybridge ahead. Take cover behind the large pieces of sheet metal to avoid getting hit by the incoming fire. Peek around



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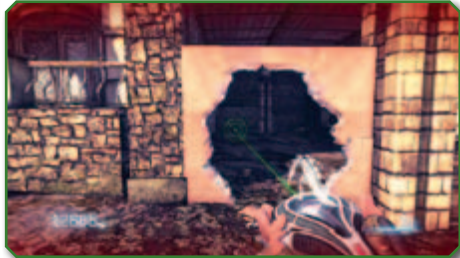


the sheet metal long enough to target the skulls and flaregunners on the skybridge. Blast them with the Mechaton's lasers. Try to target the flaregunners first, as they pose the biggest threat. A few vulture gyrocopters also make an appearance, so be sure to shoot them down before they can pin you with their rapid fire. When you're not shooting down copters, focus your fire on the skybridge. If it takes enough hits, the bridge will collapse, denying the enemies an elevated platform. Shortly after the skybridge is destroyed, a skull buggy comes racing down the street, firing its weapon at you. Quickly zoom in on the moving target and blow it to bits with the Mechaton's lasers.

**21** Now you can drop to the street level. But your escape path is far from clear. Blast the skulls that rush out into the open and fire at you from the balconies flanking the street. They're no match for your Mechaton's powerful lasers. But also watch the sky for incoming vulture gyrocopters. Shoot them down as soon as they appear, or you stand a good chance of getting mowed down. If necessary, take cover behind the building where Ishi is positioned until you make a full recovery. If the Mechaton is too close to the copters, it'll have a hard time hitting them with its lasers. Order the beast to walk back toward you then target the vultures. Watch for more skulls rushing into the street once you've shot down all the copters. Either blast them with lasers or crush them with the Mechaton's feet for more Mass Extinction skillshots.



**22** When you're prompted to complete a reaction sequence, press the aim button to spin around and spot more enemies attacking from where you escaped the Monster Dome. Skulls, flaregunners, and vultures all open fire, putting you at significant risk. Immediately counter this flank attack with your Mechaton's lasers. Shoot down the pesky vulture gyrocopters first, then mop up the skulls and flaregunners, scoring multiple Full Throttle skillshots in the process.



The street isn't the safest place to be, especially once the vulture gyrocopters show up. So if you start taking heavy fire and need to seek some cover, look for this hole in the wall. The small room behind this hole is a great place to recover if you've sustained heavy damage. Don't worry about your Mechaton out in the street—it can withstand all sorts of punishment. So take a few seconds to recover, then peek out of the hole in the wall to target more enemies for your Mechaton.



**23** Another reaction sequence prompts you to spin around again. More skulls open fire from the buildings at the end of the street. Plus more vultures swoop into view, filling the street with rapid fire. Immediately shoot down the vultures then target the skulls firing from the nearby balconies. You can completely collapse the balconies on the street's left and right sides with sustained fire from the Mechaton. Alternately, the Mechaton can smash these balconies by interacting with them.



**24** Once the street is clear, locate the blue gate on the left side of the street and order the Mechaton to interact with it. This causes the Mechaton to charge through the gate, clearing a path for you and Ishi. Be sure to complete the reaction sequence as the Mechaton crashes through the gate. Unfortunately, this collision severely damages the Mechaton, rendering it inoperable. But completing this action does earn you the Size Matters achievement/trophy.



**25** Gray is saddened by the loss of his new pet, but the Mechaton has served its purpose. Circle around the crater containing the remains of the Mechaton. Ishi stops near a large hole in the ground. He reasons that the skulls weren't trying to set up an ambush. Instead, they were guarding this hole for some reason. But why? There's nowhere left to go but down. Interact with the nearby cable and begin your descent into this mysterious pit.



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ACT 3: THE DAM

ACT OVERVIEW

Achievements and Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Damsel in Distress	Rescue the princess	15	Bronze

Unlockable Skillshots			
Name	Difficulty	Description	Skillpoints
Floater*	Hard	Kick an enemy into the streaming water	50
Grinder*	Hard	Kill an enemy by kicking him into the water wheels	50
Man Toast*	Hard	Kill an enemy using a reactor	50

\* = Secret skillshot

New Enemies Encountered



Creep



Sniper

Weapon Unlocks



Head Hunter  
A heavily modified, high-power, semi-automatic sniper rifle.

Collectibles

  
Newshot  
6

  
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5

  
Nom Juice  
6



SEE MAPS ON THE FOLLOWING PAGE

Elysium Dam



1 Having escaped the Monster Dome with the aid of a Mechaton, Gray and Ishi continue their search for Trishka. She remains their best chance for securing passage off this planet. But they haven't had any contact with her since she turned off her transponder and collapsed the bridge, preventing them from following her. The hole Gray and Ishi discovered outside the Monster Dome leads down into an underground tunnel. It remains unclear why the skulls put up such stiff resistance in guarding this tunnel. Guess you'll find out soon enough.

New Objective:

- Pass through the Underground

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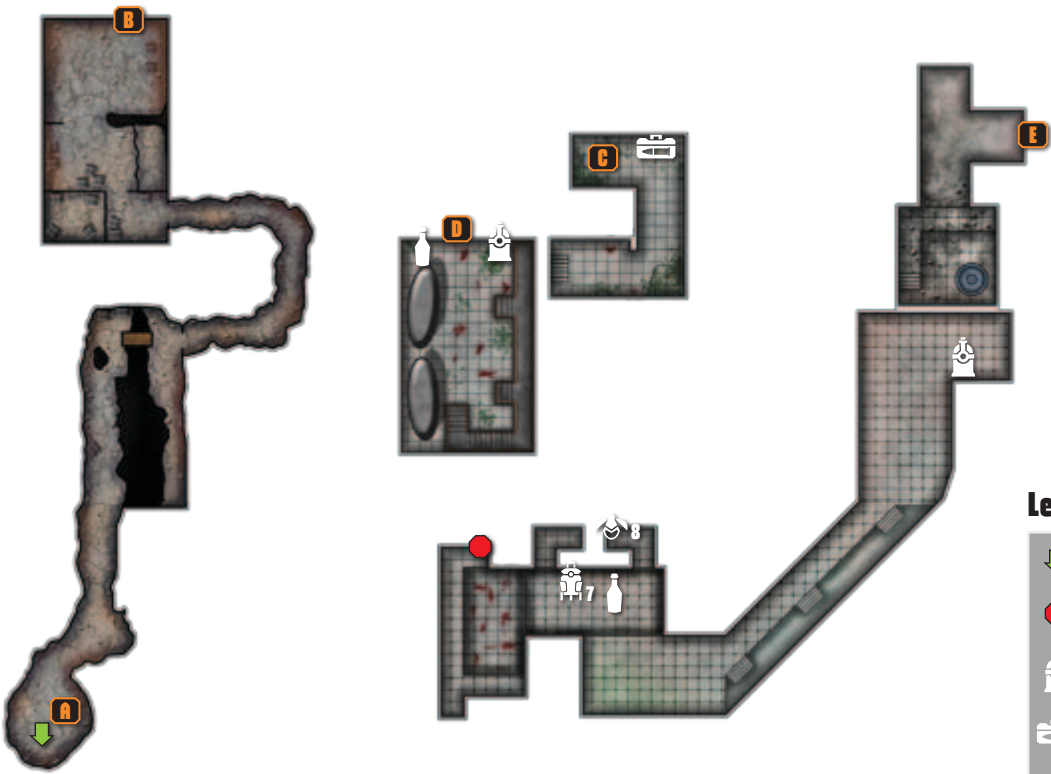
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Legend

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**2** Follow Ishi through the tunnel as Gray comments on the surroundings. Slide beneath a low barrier then be ready to complete a reaction sequence by pressing the aim button. Gray sees something moving behind the grate ahead. But there's no way to tell who or what it is. Continue across the nearby bridge leading into an adjoining tunnel lined with exposed wires. The tunnel's exit is blocked by an air vent. Kick it out of the way, but be ready to move afterward.

**3** Kicking the vent has caused the ceiling to crumble. You only have 16 seconds to find a way out as indicated by the countdown timer at the top of the screen. Sprint forward into the cavern. A large piece of collapsed pipe blocks the only path of escape. Pull the pipe out of your way by targeting it with the leash. Just beyond the pipe is a narrow sloped passage. Quickly initiate a slide down this slope to make your escape.

**Dam Exterior**

**4** The narrow slope dumps Gray and Ishi on a cliff overlooking a massive dam. Following a short exchange with Ishi, Gray's leash begins beeping. Gray clicks on the device's communication line to hear Trishka's voice—at least she's still alive. Trishka calls out to all Final Echo soldiers, telling them to rendezvous on General Sarrano's location. Trishka's been good at covering her tracks thus far, but her transmission has allowed Gray to get a fix on her location. She's somewhere on the dam, approximately 530 meters ahead. Continue along the rocky path and locate a nearby dropkit. This is a good time to top off your ammo and charged shots. Going forward, consider bringing along the Boneduster and flailgun.

**Electrofly Swarm 06**



Just beyond the dropkit, turn to the right, looking toward the dam, to spot another swarm of electroflies. Shoot all six to score another Exterminator skillshot.

**5 6** During the march toward the dam, Ishi complains that his pain persists. The AI logic is constantly trying to take control. Gray urges him the hang on. Proceed into the elevator at the end of the trail and throw the switch inside to begin your ascent along the side of the dam. Gray attempts to get Ishi's mind off his pain by cracking a few jokes. But the jovial mood changes drastically when they reach the top of the dam, discovering the mutilated bodies of several skulls. Whatever did this clearly hates the skulls more than you do. Ishi reports that he's picking up a strange cellular composition. A raspy hissing sound can be heard in the distance. You need to find Trishka before she meets the same fate as these skulls.





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Top of Dam



New Objective:

- Rescue Trishka

**7 8** Climb up the nearby staircase to encounter a new enemy: a creep. Creeps are heavily mutated humanoid-like creatures. But instead of studying this enemy's grotesque appearance, initiate a slide and knock him into the air before he can attack. Creeps are too quick to hit with the leash or kicks, so slides are the best way to launch them into the air. As the creep tumbles head over heels, shoot him in the head with the PMC to score Headshot and Bullet Slide skillshots. But there's more creeps to worry about, taking cover amongst the crates on this next floor. Instead of targeting them one by one, initiate a Thumper attack. This causes all the creeps to smash into the ceiling, earning you multiple Flyswatter skillshots. Be sure to scour the floor afterward for ammo. Creeps carry the same PMC as you, making them a good source for ammo.

**9 10** Follow Ishi outside to encounter another creep. This guy is standing in front of a strand string of barbed wire. When prompted, slide into the creep to impale him on the barbed wire for a Voodoo Doll skillshot. As you can see, environmental hazards are just as effective on creeps as they are on skulls. So always look for opportunities to leverage the environment in your favor. More creeps linger about, taking cover behind the planters and other pieces of cover. Shoot the red trash cans to trigger large, fiery explosions. Even if the explosion doesn't kill them, it may still set them ablaze, setting them up for Afterburner skillshots.

**11** Attack the remaining creeps aggressively, sliding toward them. As they retreat, they cluster closer and closer together. When three or four creeps are within close proximity to each other, hit them with your Flailgun to score Gang Bang skillshots. The Screamer is also very effective at this range. Or better yet, unleash a Thumper attack and send the group high into the air. Pick off the airborne creeps to score some Trap Shooting skillshots. Also, look for the red hotdog cart at the end of the walkway. If creeps are hiding nearby, shoot it to score a Sausage Fest skillshot. There are also many opportunities to slide into creeps, causing them to fly off the nearby ledge, earning you Vertigo skillshots.



Creep

Abilities: Creeps prefer to keep their distance, often attacking with their Peacemaker Carbines from behind cover. But they're agile fighters at close range, capable of dodging leash and kick attacks while delivering punishing melee strikes of their own. Unless they're stunned or flying through the air, it's nearly impossible to kick a creep.

Tactics: Sliding attacks are the most effective way to approach these enemies and knock them into the air. While it's possible to leash creeps, you must first stun them by shooting them. This is sometimes preferable to sliding as these enemies often keep their distance from you. Thumper attacks are the best way to deal with multiple creeps in tight quarters. Although creeps can often dodge leash attacks, they can't escape the violent shockwave of a Thumper.

Weapon Recommendations: Most of the weapons in your arsenal are effective against creeps. The PMC and Screamer are great for dealing with these guys at close or medium ranges. At long range, rely on the Head Hunter to take these guys down. The Boneduster works great at close range, but creeps often retreat before you get that close. The flailgun can be tricky to use given the distance at which most engagements occur.

Creep Skillshots

Name	Difficulty	Description	Skillpoints
Gotcha	Medium	Leash a creep or flaregunner and kill them in midair	50



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barbed wire behind him. But be ready to take cover—there's more snipers in the building ahead.

**14 15** Grab the nearby Head Hunter sniper rifle propped up against the rubble—you can retrieve more ammo from the dead sniper's weapon. Crouch behind the concrete rubble to prevent getting sniped from the nearby building. With the Head Hunter at the ready, aim through the weapon's scope to spot the enemy snipers. Each target appears as a diamond in the scope. When you place the diamond in the center of your sight, the diamond icon turns red. This indicates you have targeted a specific enemy. It's important to target an enemy before firing, otherwise your bullet probably won't reach your intended target. Once you fire the bullet, the camera switches to a view just behind the bullet. During this sequence, you can actually steer the bullet toward the target. This becomes critical as the bullet draws closer to the target. Enemies often make last-ditch efforts to avoid the incoming bullet by diving out of the way. So be ready to correct the bullet's flight path to ensure the kill. Hitting any part of an enemy's body is enough to drop them for good. However, if you manage to score a headshot you'll unlock the Hotshot skillshot. But if you miss the target completely, you'll need to reacquire the target through the scope and fire another bullet.



**12 13** After eliminating the creeps, press forward along the street. When a shot rings out in the distance, be prepared to complete a reaction sequence showing a creep sniper hiding among some rubble at the far end of the street. Quickly slide into cover to avoid getting hit by the sniper. Work your way toward the sniper by leap-frogging from one piece of cover to the next. When you're close, slide toward the sniper, knocking him into the string of

## Sniper



Abilities: Equipped with Head Hunter rifles, the creep snipers are extremely dangerous, usually attacking from extreme ranges. Like creeps, snipers utilize cover, often crouching behind objects while peering through their weapons' scopes. At close range, snipers tend to retreat, often seeking out cover before attacking. A sniper's scope glows red just before he fires. So if you see the glowing red color, find cover fast. Snipers rarely miss their target.

Tactics: If you can get close enough, the leash is handy for pulling these enemies toward you. Thumper attacks are also useful for launching these enemies into the air. Snipers often dash between different pieces of cover. This is when they're most vulnerable, so wait for these opportunities to retaliate and nail them while they're on the run, preferably with the Head Hunter sniper rifle.

Weapon Recommendations: The Head Hunter sniper rifle is the best way to counter snipers, especially when confronting these enemies at extreme ranges. At close or medium ranges, the PMC and Screamer are good choices, offering decent damage and accuracy—especially when firing charged shots. But short-range weapons like the Boneduster and flailgun are less effective due to speed and distances at which you encounter these enemies.

**16** Continue picking off targets, eliminating the snipers one at a time. Remember, it's easiest to hit a sniper as they transition from one piece of cover to another. So send the bullet toward your targets while they're on the move. The Head Hunter's bullets hit with enough force to cause your target to fly through the air. Try to hit the enemies at the center of the building so they fly into the rebar sticking out of the wall. If you manage to impale a sniper on the rebar, you'll unlock the Accident skillshot and earn the usual Voodoo Doll skillshot. You can also take out multiple targets with a single bullet. Wait until one sniper runs behind a crouching sniper, then fire your bullet. If you time it just right, you can strike the crouching sniper and the bullet will pass through him, killing the running sniper behind him. This will unlock the Bluff skillshot, for killing an enemy you weren't targeting. Keep taking out snipers until Ishi gives the all clear.



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Head Hunter

Description: A heavily modified, high-power, semi-automatic sniper rifle. Each round contains a radio-controlled guidance device, allowing the user to literally guide the bullet exactly to its destination.



Magazine Capacity: 5

Access Cost: 1,200 skillpoints

Charged Shot Upgrade: Fires a radio-controlled explosive round, allowing the user to take out multiple targets with the blast.

Skillshots			
Name	Difficulty	Description	Skillpoints
Hotshot	Easy	Kill and enemy by targeting a weak spot like the head or throat	25
Show Off	Easy	Kill an enemy from 10 meters or more without using the scope	25
Accident	Medium	Shoot an enemy and have him die from hitting an environmental hazard	50
Bluff	Medium	Kill an enemy who is not actually the chosen target of the bullet	50
Broken Wings	Medium	Kill an enemy who is 20 meters or higher above the ground	50
Letter Bomb	Medium	Grab an enemy with a charged shot then use him to explode and kill another enemy	50
Nutcracker	Medium	Kill an enemy by guiding a bullet into his balls	50
Premature	Medium	Explode a charged bullet to kill the target before it hits him	50
Early Retirement	Hard	Kill an enemy controlled with a charged bullet before it explodes	100
Shrapnel	Hard	Grab an enemy in midair with a charged bullet and use him to kill another enemy in midair	100

Newsbot 05



After the fight with the snipers, follow Ishi out of the rubble. Look to the right to locate another newsbot. Kick it against the railing to destroy it then regroup with Ishi.

**17** Wait for Ishi to hack the door controls, then enter the next building. There's a box of ammo just inside the door to the left. While walking through the dark corridor, Gray intercepts another transmission from Trishka. She reports that she's been overrun and is out of ammo. She requests assistance from her Final Echo colleagues, but by the tone of her voice, she seems to realize that she's on her own. You need to get to her fast. Race through the building's halls and catwalks to enter a large garage containing a couple of yachts and the mutilated remains of some unfortunate skulls. At the far end of the garage is a dropkit. Take a moment to purchase access to the Head Hunter and upgrade its ammo capacity. The charged shot upgrade is not available for this weapon now.



Marina



**18 19** Keep the Head Hunter equipped as you exit the garage. The tower ahead is swarming with snipers. Find some cover and go to work. Target the sniper at the top of the tower first. The remaining two snipers are on the tower's lower level. Wait until you've got a clear shot, the drill them. If possible, try to hit them in the head or throat to score a Hotshot skillshot—the Headshot and Gag Reflex skillshot bonuses still apply. Or hit them in the crotch for the always satisfying Nutcracker skillshot.



After eliminating the snipers in the tower, move through this side exit in the garage to access a narrow walkway on the water's edge. Here you can find a box of ammo containing rounds for your Head Hunter.



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**20 21** Cross the narrow walkway outside the garage, moving toward the tower you just cleared. The bridge on this tower is raised, and the controls are malfunctioning. While Ishi repairs the bridge controls, engage more snipers positioned in and around the harbormaster building across the water. Take cover near the large metal crates where a Head Hunter rifle is propped up—grab it to add more ammo to your stores. The snipers in the buildings can be tough to spot, so wait for them to show themselves before attempting a shot. Or you may have to fire and curve the bullet around an open window.

**22** By the time you’ve eliminated all the snipers, Ishi has the bridge fixed. Use the leash to pull down the raised portion of the bridge, then cross to the next tower. There’s a dropkit on the left side. Stock up on ammo and change your weapons as you see fit. The Head Hunter and flailgun are good choices for the next leg.

**23 24** Two creeps occupy the next bridge leading to the harbormaster building. Rush forward and knock these enemies into the water with slide attacks. Causing them to fall into the water scores you the Fish Food skillshot. If the slide doesn’t quite knock them into the water, follow up with a kick while they’re in midair to push them over the water. Judging by the plume of blood that rises to the surface, whatever carnivorous creatures lurk below seem to enjoy their meal.

**25 26** Several more creeps occupy the harbormaster building. Rush to the nearby doorway and initiate a Thumper attack to slam these enemies into the ceiling, scoring multiple Flyswatter skillshots. If that doesn’t take them all out, hit them with slide attacks, and try to knock them into the electrical wires in the corner for a Shocker skillshot. Watch out for more creeps taking cover in the nearby courtyard. Target the red barrels and hotdog cart to set off explosions, scoring Enviro-Mental and Sausage Fest skillshots.



**27** Follow Ishi into the next building and crouch beneath the low rubble. On the other side is another dropkit. Take a moment to replenish your ammo while Ishi hacks the next door. Make sure you’re stocked on Thumper attacks before exiting. Keep the Head Hunter and flailgun as your secondary weapons. As you exit the building, try to shoot the red barrel at the end of the walkway as a creep runs past it.



Newsbot 06



Look for another newsbot rolling around the first harbormaster building. If possible, try to kick the newsbot toward one of the creeps, causing it to explode and kill your target. This is a great opportunity to unlock the Killer News skillshot.



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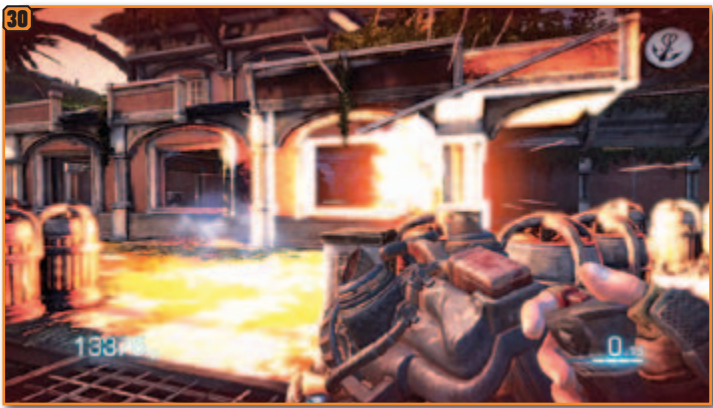
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**28 29** Rush toward the dock ahead and get as close to this cluster of creeps as possible. Either shoot the hotdog cart or unleash a Thumper attack to send these enemies flying into the air. Shoot as many as you can before they hit the water to score some Trap Shooting skillshots. And don't worry about the enemies that hit the water—you'll score some Fish Food skillshots for dispatching them in such a creative manner. The poles lining the dock are wrapped with barbed wire. So if any creeps land back on the dock, simply slide into them to knock them into the air, then kick them into one of the poles to score a Voodoo Doll skillshot. There's a box of ammo on the left side of the dock, just beyond the spot where the hotdog cart once stood.

**30 31** Cross the makeshift bridge between the two docks and engage the next group of creeps hiding in and around this building. Equip the flailgun and bombard the area with explosives. Attach flails to walls and other objects where the creeps are clustered together and detonate them to score Gang Bang skillshots. Enter the building and slide into the remaining creeps to get them airborne. At they fly through the air, kick them toward the exposed wires to electrocute them, scoring Shocker skillshots for your troubles. Watch for more creeps outside and take them out with Bullet Slides or simply knock them into the water for Fish Food skillshots.

**32** Follow Ishi through the damaged corridor and locate the elevator at the end of the hall. Enter the elevator and interact with the switch inside to begin your descent to a lower level. On the next floor, interface with the dropkit. For the next leg of the journey, choose the Boneduster and flailgun as your backup weapons. You can also upgrade your Head Hunter with charged shots.

**33** Just beyond the dropkit is a long corridor lined with thick glass windows on the left wall. It looks like this corridor is underwater, allowing guests to see the native fish through the thick windows. But the silence is interrupted by another transmission from Trishka. She instructs her Final Echo troops to rally on General Sarrano. She then orders her men avoid any rescue attempts—she's surrounded by hundreds of enemies and seems at peace with her fate. Though she does request a nice memorial tribute. Time's running out. You need to find Trishka before the creeps get to her. The transmission gives you a new fix on her positions. She's a little over 100 meters from your present location. Rush into the lounge at the end of the next corridor.



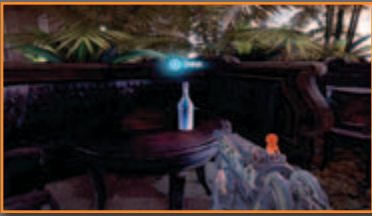
Electrofly Swarm 07

Watch for one more creep barging out the door toward the end of the dock facility. Slide into him, then kick him into the water. As Ishi rushes through the open door on the right, turn to the left and step toward the end of this damaged dock to locate another swarm of electroflies. Shoot all six, then rendezvous with Ishi.



Observation Lounge

Nom Juice



There's a bottle of Nom juice on one of the tables near the piano. Consider taking a swig and going on a drunken rampage. This earns you an Intoxicated skillshot for every kill you perform, but it also blurs your vision. Still, with the Boneduster, you don't necessarily need to shoot straight.



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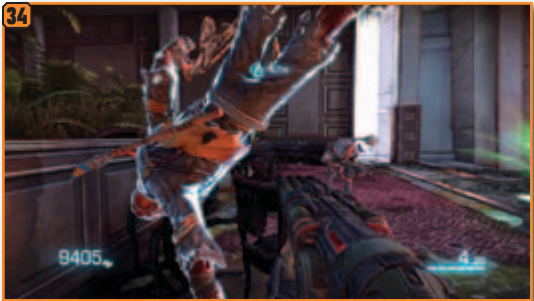
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**34** With the Boneduster in hand, slide around the lounge, engaging one creep at a time. Knock them into the air with a slide, then blast them with the Boneduster while they flip through the air. Or hit them in mid-slide, scoring Torpedo or Legless skillshots.

**35** The kitchen is covered with the blood of some unfortunate skulls. Apparently the creeps have been cooking this stuff. Exit the kitchen and follow the adjoining corridor to another elevator. You're approximately 30 meters from Trishka's last reported position. Ride the elevator up to the next level to resume your search.

Newsbot 07



into one of the creeps to score a Killer News skillshot. It's best to do this immediately after entering the lounge, before the creeps can run away and seek cover.

Electrofly Swarm 08



After you've eliminated all the creeps in the lounge, step out onto this metal catwalk and look up to spot a swarm of electroflies. Blast all six, then follow Ishi into the adjoining kitchen.



CHAPTER 2: A DAM FINE MESS

SEE MAPS ON THE FOLLOWING PAGE

Dam Power Plant



**1** As Gray and Ishi exit the elevator, Trishka is nowhere to be found. But her transponder signal has led to this very floor. Suddenly a creep appears on the roof ahead, laughing while holding Trishka's leash. They stripped her leash and used it to guide you into an ambush! It looks like these creatures are smarter than they look.

New Objective:

- Survive the Ambush



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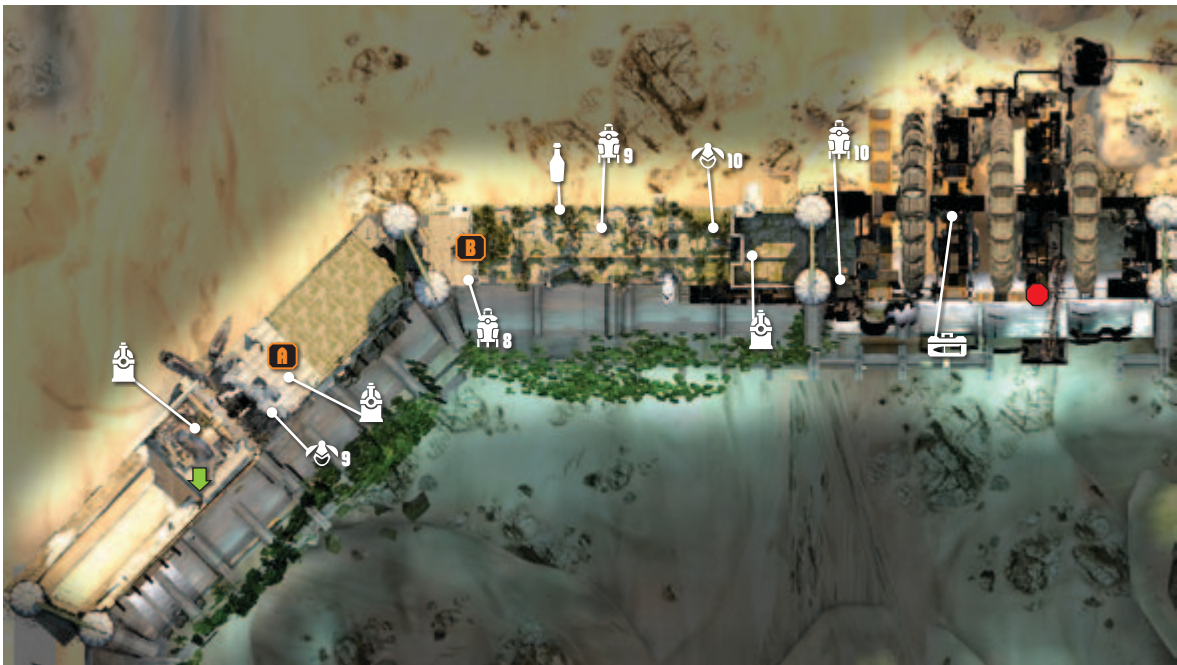
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Legend

- Level Start
- Level End
- Dropkit
- Ammo
- Newsbot
- Electrofly Swarm
- Nom Juice

**2 3** Immediately following the introductory cutscene, scan the upper level walkway for targets. You're completely surrounded, with creeps occupying this upper floor and shooting down at you and Ishi. Turn to one end of the room and unleash a Thumper attack. All creeps within the shockwave's radius smash into the low ceiling and are impaled on the exposed rebar. This takes out a large number of creeps and earns you multiple Voodoo Doll and Flyswatter skillshots. If you don't have any Thumpers left, access the nearby dropkit on the floor and buy some more. While you're accessing a dropkit, the game is essentially paused, so you don't have to worry about getting shot in the back. This is also a good time to swap weapons. The Head Hunter and Screamer are good choices for this fight. But at this range, your PMC is more than capable of keeping you alive. Go for head and throat shots to drop the creeps quickly. Or stun them with a burst and leash them toward you for a Gotcha skillshot.

**4** When Ishi warns of creeps breaking through a nearby wall, immediately scan the floor for enemies—you don't want these guys sneaking up behind you. Locate the breach in the wall from which they entered and initiate a Thumper attack on the area. These creeps may attack at close range, so you don't want to take any chances. Send them flying upward at high velocity. You'll earn Flyswatter skillshots for the creeps that smash into the ceiling. But others may fly up through the hole in the roof. Be sure to shoot

these guys in mid-flight to score Trap Shooting skillshots. Eliminating this wave marks the end of the ambush. But now that Trishka no longer has her leash, there's no way to track her—assuming she's still alive. Before exiting the area, stock up on ammo and Thumpers at the dropkit. Also, bring along the Head Hunter and Boneduster as your backup weapons.

**5** Exit through the hole in the wall where the last wave of creeps entered. The rubble-strewn path beyond leads to a raised bridge. Throw the switch on the right side of the bridge to lower it over the rushing channel of water. But as soon as the bridge is lowered, three creeps appear on the opposite side. Equip the Boneduster, then slide and blast the creeps that come rushing across the bridge. The Head Hunter is good for dealing with the creeps firing from the second floor of the building on the opposite side of the bridge.





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**6** The first wave of creeps is replaced by a second. But don't waste these guys too quickly—you need them to perform a rare skillshot. As the creeps take cover on the other side of the bridge, stun them with the PMC, then leash them toward you. As they fly toward you, orient yourself so you can kick them over the bridge, and into the channel of water rushing over the side of the dam. This not only earns you a Gotcha skillshot, but it also unlocks the Floater skillshot for kicking an enemy into the rushing water. This is the only place you can earn the Floater skillshot, so be sure to pull it off before eliminating this last wave of enemies. If you're having trouble leashing the creeps, wait until one attempts to cross the bridge then blow him over the side of the bridge with a shot from the Boneduster.

Electrofly Swarm 09



Before crossing the bridge, look for this swarm of electroflies above the spillway. At this range, they're not very easy to hit, so take your time targeting one at a time with the PMC. Once you've eliminated the swarm, cross the bridge and enter the building on the other side.



**7** Follow Ishi up the steps inside the building, but take a break and access the dropkit on the first landing of the stairwell. Stock up on ammo and choose any backup weapons you like. Close-quarter weapons like the Screamer and Boneduster are good choices for the action ahead. Leave the dropkit and continue up the stairs. At the end of the adjoining hall, enter an elevator and throw the switch. When the elevator stops, exit and advance into the next hall. Kick your way past some debris, then open the door leading into the reactor room.



Reactor Room

**8** As you step onto a catwalk overlooking the reactor room, complete a reaction sequence by pressing the aim button. This causes Gray to focus on a commotion on the far side of the room. It's Trishka, and she's being led away by two creeps. You need to get to her now before they get too far. But the creeps won't make it easy.

**9** Immediately following the reaction sequence, several creeps appear on the catwalk ahead. Equip the Boneduster and slide toward them. Knock them into the air with slide attacks, then blast them at close range with the Boneduster for Piledriver skillshots. At this range it's also easy to score Headshot, Topless, Legless, and Torpedo skillshots. So get creative with the Boneduster while fighting your way along the catwalk to the lift leading down the reactor room's floor. Once the catwalk is clear, board the lift and throw the switch, riding it down to the lower level.

TIP



Before riding the lift down to the reactor room's floor, consider sniping from the catwalk, assuming you brought along the Head Hunter. This is a good opportunity to

thin out the ranks of the creeps positioned on the floor. Even if you don't have the Head Hunter, the PMC is more than capable of scoring kills at this range. However, most of the creeps on the floor won't appear until you activate the lift.

Nom Juice



Before boarding the lift, look in this dark corner to the right to locate a bottle of Nom juice. If you drink it, chances are you'll be sober before you reach the floor below, making it difficult to

score any Intoxicated skillshots. However, you might be able to snipe some enemies from the catwalk before riding the lift.





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**10** **11** Exit the lift and follow Ishi out onto creep-infested reactor room's floor. This room is dominated by the three massive reactors, emitting lethal amounts of heat—put this heat to use. Start by shooting a creep with the PMC to stun him. While the creep is stunned, leash and pull him through the flames rising above one of the reactors. This not only incinerates your target, but it also unlocks the Man Toast skillshot. A Gotcha skillshot is also earned for leashing a creep. Alternately, you can slide then kick creeps into a reactor's flames. Or you can get in close and use the Boneduster to blast creeps into the flames. But make sure you score at a least one Man Toast skillshot before this fight is over, as this is the only location in the game where you can perform it.

**12** The creeps put up a strong defense in the reactor room, so take your time, eliminating one enemy at a time. In addition to kicking or leashing creeps into the reactors, try kicking the red barrels toward large groups of enemies. Thumper attacks are also effective here, especially when creeps are grouped up in the narrow passage on the left side of the room. Whatever your methods of destruction, keep pushing through the room and eliminate all the creeps.

**13** A cutscene is triggered once you've cleared the reactor room. Ishi lifts a large metal door to find Trishka and a creep. But the tables have turned. Trishka is in the midst of beating the crap out of the creep, pounding him relentlessly with her fists. When she's finished with her brutal melee attack, she grabs the creep's PMC and blows his head off.

**14** But Trishka isn't necessarily happy to see her rescuers, punching Gray square in the jaw. She knows Dead Echo was responsible for downing the Ulysses and stranding her on this planet. After staring down the barrel of Trishka's rifle, Gray eventually rips it from her grip. Ishi then grabs Trishka and demands she reveal the location of the evac point. Realizing Ishi is losing control, Gray stops the interrogation and comes up with a more diplomatic solution. He tells Trishka they'll help her get to the evac point if she helps them get off-world. Trishka reluctantly agrees to Gray's terms, but warns them to keep their hands off her. As Trishka storms off, Gray takes Ishi aside and urges him to calm down. It's clear Trishka can't be trusted, but getting to the evac point is their only hope of escaping. Ishi agrees and apologizes for his brash behavior. The sooner they can get off this planet, the sooner Gray can get Ishi help, preventing the AI logic code from completely taking over. Finding Trishka earns you the achievement/trophy.

New Objective:

- Follow Trishka

explains the situation with the locals. The skulls are a human gang at war with the creeps. Due to the lack of food supply, the skulls treat the creeps as cattle. In retaliation, the creeps mutilate any humans they can get their hands on. As Trishka climbs through a hole in the wall, scan the ceiling ahead for a dropkit. Before following Trishka and Ishi through the hole in the wall, interface with the dropkit to stock up on ammo and swap out your weapons—the Head Hunter and Screamer are good choices.





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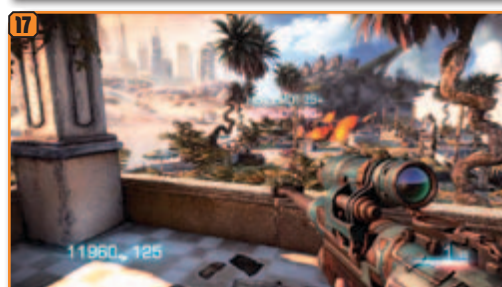
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## Promenade

**16 17** Just beyond the hole in the wall is a flight of stairs. Rush up the stairs and initiate a slide to knock a creep sniper off his feet—shoot him while he's in the air for a Bullet Slide skillshot. It's clear why a sniper was positioned here. This balcony offers a great view of the promenade below,

where a battle between the skulls and creeps is playing out. Equip your Head Hunter sniper rifle and begin picking off targets of opportunity. Monitor the area around the hotdog cart below and wait until a few enemies are standing nearby before blasting it, scoring multiple Sausage Fest skillshots. The targets here are beyond the range of your leash, but you can still do some damage with the PMC and Head Hunter. Remember, go for head or throat shots to maximize your skillpoints. But watch out for skulls and berserkers flanking you from the stairs on the right.

**18** Once the promenade is clear of creeps and skulls, descend the nearby staircase. Cautiously advance among the rubble and planet boxes. Approximately halfway across the promenade, a few skulls and shotgunners open fire on your team. Unlike the creeps you've been facing, these guys can't dodge your leash attacks. So pull them toward you, then kick them into environmental hazards, such as the barbed wire lining the planter boxes. Or wait until several enemies are gathered near a trash can and unleash a Thumper attack. As your enemies fly into the air, target the airborne trash can to make it explode, unlocking the Fertilizer skillshot.

**19** Continue along the promenade until you hear the battle cries of incoming berserkers. As soon as they rush into view, initiate a Thumper attack to send them flying into the air. As they float high above the ground, blast the berserkers with the PMC to score multiple Trap Shooting skillshots. With the berserkers down, deal with the skull firing at you from behind the nearby planters. Leash them toward you then kick them into the barbed wire for Voodoo Doll skillshots. When Trishka announces the area is clear, all enemies have been eliminated. Follow her toward the steps at the end of the promenade.



## Newsbot 08



Before leaving the balcony, search the nearby lounge for a newsbot. Kick it against a wall, then return to the fight.

## Nom Juice



Look for this table on the left side of the promenade during your advance to find another bottle of Nom juice. Drinking this bottle can definitely earn you some bonus skillpoints for Intoxicated skillshots.

## Newsbot 09



A newsbot patrols the middle of the promenade. If possible, try to kick it into one of the skulls for a Killer News skillshot. Otherwise, kick it against one of the planters or low walls to destroy it.

## Electrofly Swarm 10



Before following Trishka down the stairs, glance to the left side of the promenade to spot an electrofly swarm. Shoot all six, then descend the nearby steps. In the next hall, interact with the dropkit and restock on ammo.



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Catwalks

**20** **21** The hall leads to a series of catwalks descending the outer wall of the dam. Descend the flights of stairs, but watch out for more skulls, berserkers, flaregunners, and shotgunners waiting to ambush you on each catwalk. Leash them toward you, then either kick them off the side of the dam or into the rebar sticking out of the wall. Although it's easiest to kick these enemies off the side of the dam for Vertigo skillshots, look for more creative and lucrative ways to dispatch these enemies. This is another area where the Screamer's close-quarter lethality can grant you some easy kills and skillshots.

Water Wheel Array

**22** Exit the elevator and approach the massive water wheel array. The water pouring out of the dam's spillways causes these wheels to spin, generating electricity for the nearby city. But the area ahead is swarming with more skulls and flaregunners. With the Screamer in hand, fire a charged shot toward the cluster of skulls to set them on fire. Then one by one, blast the flaming skulls to score Afterburner skillshots. If you can kill three or more flaming enemies, you'll also unlock the Firefighter skillshot.

**23** Once the area is clear, proceed along the walkway and turn left to cut between two of the massive wheels. But there's a gap in the walkway, preventing you from crossing. So target the reactor above with the leash. This causes a piece of the generator to fall off, bridging the gap in the walkway. But Trishka isn't impressed by your ingenuity, informing Gray that he just damaged a magno-dynamic generator. It produces enough current to completely obliterate the dam. But the dam seems to be holding just fine for now, so cross the makeshift bridge,

Newsbot 10



Enter the elevator at the end of the catwalk system. Inside is an overturned newsbot. Kick it up against the side of the wall to destroy it, then activate the switch inside the elevator to begin your ascent to the next level.



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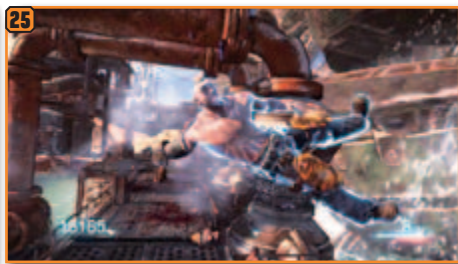
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**24** In the next passage, you're attacked by a few berserkers and a flaregunner. Slide or kick the charging berserkers into the exposed wires on the left side of the passage for Shocker skillshots. Then slide toward the flaregunner and finish him off at close range either with a Bullet Kick or Bullet Slide. You can also kill the flaregunner with one of his own flares. Wait until he fires a flare into a nearby surface, then kick him toward the flare. When the flare explodes, it will take him out, earning you a Friendly Fire skillshot.

**25** **26** Continue along the walkway to reach this next straight path. Several skulls and flailbombers charge toward you here. Grab one of the skulls with the leash, then kick him into the nearby water wheel. This is the only way to unlock the Grinder skillshot. Try to leash and kick more enemies into the water wheels to score more Grinders. But don't let this divert your attention from the charging flailbombers. Shoot the explosives on their chests to explode them, taking out nearby enemies for Bombshell skillshots. More skulls and shotgunners lurk ahead, so use the leash to pull them into view. If possible, try to pull them into the electrical wires just ahead for Shocker skillshots. Otherwise, pull them toward you, then kick them up against the catwalk's railing to score a Graffiti skillshot.



**27** Continue along the metal walkway and pass between the next set of water wheels. Despite Trishka's warning, leash the generator above to provide a walkway for you to cross. But you don't have time to argue now. Slide into the berserkers that rush toward you ahead and dispatch them with Bullet Slides or by kicking them into one of the nearby water wheels.

**28** **29** As you turn onto the next walkway, a large explosion rocks the facility—maybe Trishka was right after all. Large chunks of debris litter the walkway ahead, blocking off your only route of escape. To make matters worse, a vulture gyrocopter swoops into view and begins opening fire. Initially, the copter hovers just beyond the range of your leash, so don't bother trying to bring it down until it gets closer. Hide behind the vertical piece of steel for cover and wait for an opportunity to retaliate. Eventually, the nearby water wheel breaks loose, slicing through the walkway and tumbling down the side of the dam. As the walkway begins to shift beneath your feet, perform a reaction sequence to spot Trishka diving toward a distant cable. Gray is unsure of Trishka's method of escape, but Ishi urges Gray to follow suit. At this point, you have nine seconds to complete another reaction sequence, prompting Gray to leap off the walkway.



**30** Gray grabs hold of the cable in mid-flight and slides all the way down to a floating platform where Ishi and Trishka are waiting. As the dam begins to crumble, the platform breaks free and begins floating away like a raft. But the collapsing dam isn't the most imminent threat. Several vultures swoop down over your ride and open fire. There isn't much cover on this platform, so act quickly, yanking each copter out of the sky with the leash. Eliminate each vulture as it appears to avoid being overwhelmed by their numbers.

**31** Even after eliminating all the vultures, your problems are far from over. In the distance, the outer wall of the dam crumbles, sending a massive tidal wave of water heading your way. Within seconds, the wave flips the platform and sends you and your team into the water. Everything fades to black...



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ACT 4: FORBIDDEN ZONE

ACT OVERVIEW

Achievements and Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Insecticide	Destroy 50% of the electroflies	10	Bronze
	Destroyer of Worlds	Cause major destruction	15	Bronze
	Chop-Chopper	Kill the enemy inside the airborne helicopter in the park	30	Bronze
	Major Malfunction	Destroy 50% of the newsbots	10	Bronze
	Om Nom Nom!	Feed a Venus man-eater with a Nom parasite	10	Bronze
	Weed Killer	Tidy up the backyard	15	Bronze
	Big Cheese	Perform 50% of the single-player skillshots	30	Bronze
	No Man Left Behind	Kill all enemies while escaping from the collapsed building	20	Bronze

Unlockable Skillshots			
Name	Difficulty	Description	Skillpoints
Antidote	Medium	Kill an enemy who is infected by the puffball gas	50
Leak	Medium	Put a Nom parasite on an enemy's head then get a headshot	50
Nominated	Medium	Kill an enemy with a Nom parasite on their head	50
Scarecrow	Medium	Put a Nom parasite on an enemy's head then impale him	50
Tenderizer*	Medium	Kill an enemy using the elevator	50
Toxic Love	Medium	Kill an enemy while infected by puffball gas	50
Bad Digestion	Hard	Cause a Venus man-eater to swallow something explosive	100
Ding Dong*	Hard	Kill an enemy by opening the doors in the ceiling in the collapsed building	100
Feeder	Hard	Feed an enemy to a Venus man-eater	100
Halloween*	Hard	Put a Nom on someone's head, then kick him into an electric object	100
Heads Up	Hard	Put a Nom parasite on an enemy's head, then take his head off	100
Weed Killer*	Hard	Kill the Hyper-Mutated Flytrap	1,750

\* = Secret skillshot

New Enemy Encountered



Cannoneer

Weapon Unlocks



Bouncer

This huge bazooka fires impact-resistant explosive rounds that can bounce off surfaces.

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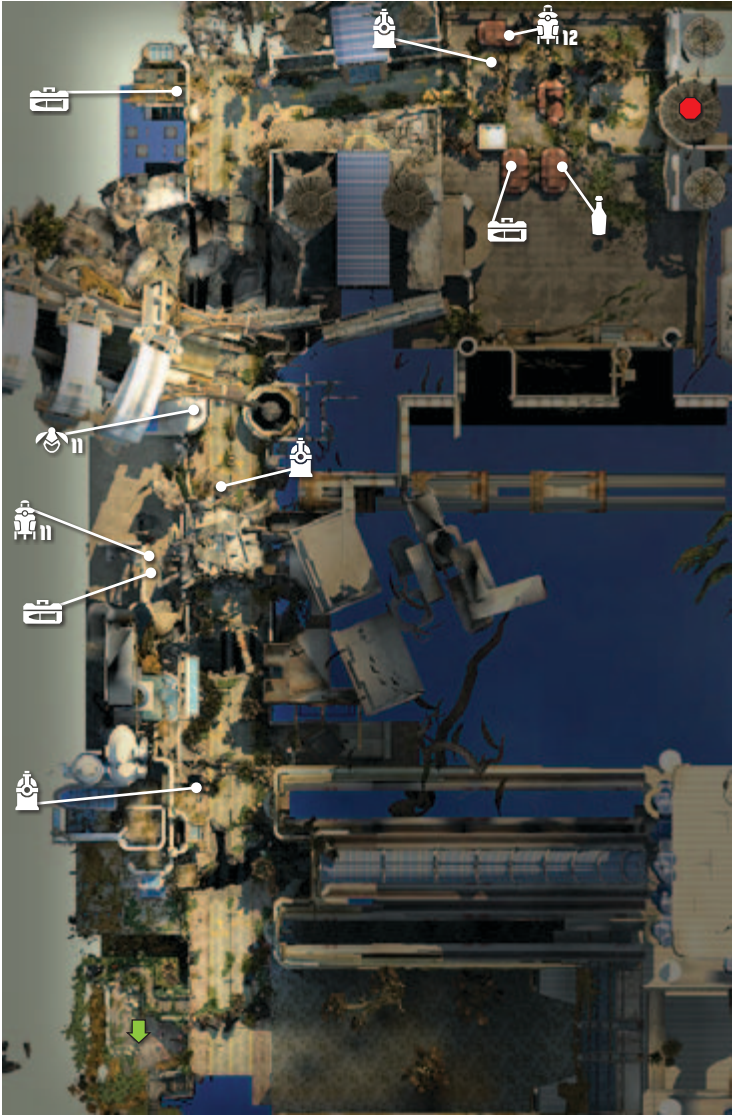
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CHAPTER 1: THE ONLY WAY THROUGH

City



Legend

 Level Start	 Newsbot
 Level End	 Electrofly Swarm
 Dropkit	 Nom Juice
 Ammo	



**1** Dazed by their unexpected whitewater excursion down the river following the collapse of the dam, Gray, Trishka, and Ishi wash up in a flooded plaza somewhere within the city. While still coughing up water, Gray still manages to exchange playful wisecracks with Trishka. But despite Gray's light-hearted mood, the situation remains dire. The three must now fight their way through the city in an attempt to reach General Sarrano's location and secure passage off-world.



**2** Trishka seems to know where she's going, so follow her up the nearby steps and onto the nearby street. She says she has a team member down nearby—likely referring to General Sarrano. If you find him, you'll get a jumpship. But his location was stored in her leash, which was confiscated by the creeps back at the dam. So she wants to head to a nearby bridge to see if she can spot her team member's capsule. But Gray isn't quite sure why she's whispering. Trishka enlightens him, telling him this part of the city is called the Forbidden Zone. It's best you move through this area without alerting the hostiles to your presence.



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New Objective:

- Locate the Capsule

3 As they near a massive crater in the street, Trishka can't find a quiet way to get across. But Gray has an idea. Approach the marked vertical sign and kick it to create a short footbridge across the crater. But as the sign collapses, it triggers a domino-like effect of destruction rippling down the street. A car explodes. A sign falls off a building. Then a massive balcony comes crashing down. So much for

the stealthy approach. Cross the new bridge and access the dropkit on the other side. Buy as many Thumpers as you can, then select your two secondary weapons. Bring along the Head Hunter and any close-range weapon of your choice, like the flailgun, Screamer, or Boneduster.



4 After stocking up at the dropkit, climb over the rubble ahead. As soon as your boots hit the street, a large swarm of creeps appears ahead. Run to the plant ahead covered with yellow ball-like growths. These yellow balls are actually parasites called Noms—kick one at the nearest creep. These parasites attach themselves to an enemy's head, temporarily rendering him defenseless. Immediately take aim at the panicked creep and shoot the Nom on his head to score a headshot. This unlocks the Leak skillshot. If you're too far from a Nom parasite to kick it, you can always leash one toward you then redirect it toward your target with a kick. There are a variety of Nom-related skillshots you can perform, so get creative and put these parasites to use as much as possible. In addition to scoring new skillshots, Noms also make it easy to leash creeps.



5 6 Use Noms to your advantage to clear out the nearby creeps. But watch out for a few snipers hiding near some wrecked cars at the end of the street. Equip the Head Hunter, take aim, then fire. Steer the bullets directly into the snipers' heads to score a Headshot and Hotshot skillshot. This is also a good opportunity to use the Head Hunter's charged shots, particularly if two of the snipers are close together. If you can take out two of the snipers with one charged shot, you'll unlock the Letter Bomb skillshot. But if the snipers are spread out, save your charged shots for later.



7 8 After eliminating all the creeps and snipers, follow Ishi and Trishka across a makeshift bridge spanning a massive crater at the end of the street. On the other side, locate the weapons dropped by the snipers to replenish the ammo count for your Head Hunter. With nowhere left to go, Ishi removes the door off a small car, giving you a way to enter a nearby building. Crouch down to crawl into the car and continue through the blood-soaked crawl space beyond. At the end of the cramped tunnel, climb over a pile of rubble. There's no exit in this next room, so make one by yanking the industrial fan on the left with your leash. This triggers a small explosion, blowing a hole in the nearby wall, allowing you to access an adjoining hallway leading out to another street.



Newsbot 11



Before exiting the building, listen carefully for a newsbot. It's located in the hallway to the left as you exit the crawl space. Kick it against a wall, then proceed outside.



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9 As you enter the next street, access the nearby dropkit, just a few meters from the building you exited. Load up on ammo, charged shots, and Thumpers. But it's still recommended to keep the Head Hunter for long-range engagements.



10 A few paces ahead, complete a reaction sequence to spot a creep getting devoured by some sort of carnivorous plant. Trishka says these are Venus man-eaters. The plant life on Stygia has mutated, something

Trishka seems all too familiar with—she says she lost an entire squad on her first tour. Before approaching the Venus man-eater, makes sure it's dead. Either help Trishka shoot it or simply target it with your leash—it's just like taking out a vulture gyrocopter. Dead Venus man-eaters drop the weapons of their victims, allowing you to stock up on ammo.

11 Once the plant is no longer a threat, use the leash to pull the glass panels off the collapsed skybridge. Get inside the glass tube-like structure, then kick out the windows on the other side. Grab the cable above and use it to slide over a massive sinkhole that has opened up in the street below.

12 13 Once you're on the opposite side of the sinkhole, watch out for more creeps and a sniper hiding among the debris. Stay behind cover to avoid getting hit by the sniper positioned by the collapsed bridge at the end of the street. Use the Head Hunter to pick off the sniper. If you didn't bring the Head Hunter along, slide from one piece of cover to the next until you're close enough to slide or kick the sniper off the edge of the bridge. The surrounding creeps pose a significant threat, so don't let the sniper distract you from eliminating these enemies, too.

14 Eliminating all the enemies in this area triggers a cutscene. From the end of the street, Trishka can see her team member's capsule. It's located atop the skyscraper in the distance—this is the hotel rooftop where Sarrano is holed up. Suddenly, two vulture gyrocopters attack. Gray quickly dives into cover then blasts the copters out of the sky. Ishi reasons that the skulls aren't after them. They're trying to get to Sarrano, too. As Gray and Ishi discuss their next move, Trishka uses this distraction to make her escape. But Ishi stops her and warns her not to try escaping again.



Electrofly Swarm II



Just beyond the dropkit, turn toward the left side of the street to locate an electrofly swarm. Blast all six electroflies to earn another Exterminator skillshot.

Insecticide

There are 21 electrofly swarms. If you've eliminated all the electrofly swarms you've encountered thus far, you earn the Insecticide achievement/trophy for eliminating half the swarms in the campaign.



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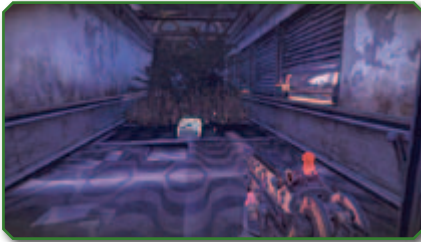
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After the cutscene, turn back to the bridge where the sniper was hiding. Locate the nearby building with a red trash can blocking its doorway. Blast the trash can, then step inside the building. Just inside the door, turn left and peer through the partially open shutter—this building used to be some sort of cafe. Just beyond the counter, target the marked switch on the wall with your leash to open a set of doors. Exit the cafe and return to the street to locate the doors you just opened. Beyond the doors is a box of ammo.



New Objective:

- Reach the Capsule



**15** Follow Ishi and Trishka down the sloped street leading toward a park. But a large barricade blocks the end of the street, preventing you from passing. Trishka claims she has a solution to this problem, but she doesn't feel like sharing at the moment. She then offers a proposition: If you can figure out a solution within the next 15 seconds, she'll grant you a wish. At this point, a timer appears at the top of the screen, giving you exactly 15 seconds to find a way past the barricade.



**16 17** Turn around and locate the large ball-shaped marquee hanging from the building at the top of the hill. With the PMC, shoot the massive ball until it drops and begins rolling down the hill. Stay out of the way as the ball rolls past and crashes into the barricade, clearing a path. If you managed to figure out this puzzle within the allotted 15 seconds, Trishka approaches Gray and asks what he wants for his reward. Gray simply asks Trishka to forgive Ishi. At first she's unmoved by Ishi's backstory, but she promises to try.

Evacuation Site

**18** Just beyond the barrier are several tents. Apparently this area was used as an evacuation point. Trishka says the planet was inundated with solar radiation. This is one of the locations where the tourists tried to escape. But Trishka's story is interrupted by the sound of approaching banshee helicopters in the distance. Access the nearby dropkit and make adjustments to your arsenal. Keep the Head Hunter, but consider complementing it with the Boneduster or Screamer.



Destroyer of Worlds



Demolishing the barricade earns you the *Destroyer of Worlds* achievement/trophy. If you fail to clear the barricade in 15 seconds, Trishka takes initiative and dislodges the spherical marquee on her own. If Trishka solves the problems, you still get through the barricade, but Gray doesn't get his wish or the achievement/trophy.

Newsbot 12



Enter the tent near the dropkit to locate another newsbot. Kick it against the side of the tent to make it explode.

Nom Juice



Before leaving this area, search the nearby tents for more goodies. One tent contains an ammo box, and the other holds a bottle of Nom juice on a cot.



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**19** Exit the tent where the newsbot patrolled and enter the small white building on the opposite side of the evacuation site. Climb through the window of the white building to access the second half of the site. As soon as you drop to

the ground, turn to the left to engage a few skulls and shotgunners. Yank them toward you with the leash, then kick them toward the cacti or the barbed wire lining the barricade on the left. This is also a great opportunity for a Thumper attack.

**20 21** Catch up with Trishka and Ishi on this path leading toward the park's entrance. Here you're attacked by a few berserkers, as well as some distant skulls and a flaregunner. Slide or kick the charging berserkers into the nearby cacti for Pricked skillshots. Or try knocking them into the air so they get hit by an incoming flare, scoring a Friendly Fire skillshot. After dealing with the berserkers, attack the flaregunner. Take him out at long range with the Head Hunter. If there are skulls next to him, consider firing a charged shot for a Letter Bomb skillshot. If you're overwhelmed by enemies, unleash a Thumper attack to send all your foes skyward. Then pick them off at leisure, scoring Trapshooting skillshots for every airborne kill.

**22** Climb the steps leading up to the helicopter pad just outside the park's entrance. A few skulls may still be up here, so be ready for a fight. When the area is clear, Ishi and Trishka rush to the double doors marked "Employees Only." But before they can open the doors, a new enemy barges out carrying a Bouncer. This is a cannoneer miniboss. Unlike the chaingunners you faced earlier, this guy is heavily armored; your weapons inflict very little damage. But he does have one weak spot—his backpack.



Cannoneer

Abilities: Big and heavily armored, the cannoneer is a bit slower than most enemies and never takes cover. He's armed with a Bouncer, and fires deadly cannonballs that bounce and explode after a few seconds. He always faces his target, guarding his weak spot—a backpack full of cannonballs. And if you get too close, he'll knock you back with a powerful melee strike.

Tactics: Destroying the cannoneer's backpack is the first step in defeating this enemy. The resulting explosion causes most of his armor to fall off, making him vulnerable to follow-up attacks. With careful aim, you can target the backpack while the cannoneer is facing you. Fire over one of his shoulders to hit a cannonball sticking out the top of the backpack. Environmental explosives like red barrels and trash cans are effective means of detonating the enemy's backpack. Or you can unleash a Thumper attack to stun him, then circle around behind him to attack the backpack directly. Once the backpack is destroyed, hit him with a charged shot from the PMC to stun him, then perform a miniboss skillshot of your choice to finish him off.

Weapon Recommendations: The PMC, Screamer, and Head Hunter are all useful for scoring hits on the cannoneer's backpack while he's facing you. The Head Hunter actually gives you the ability to steer a bullet behind the enemy and shoot him in the back. The flailgun is also very effective. Wrap a flail around the cannoneer's neck or body, then detonate the flail to destroy his backpack.



Cannoneer Skillshots

Name	Difficulty	Description	Skillpoints
Stomach Pump	Medium	Kill a miniboss by firing a charged shot from the Penetrator into his stomach then kicking it	50
Bossed	Hard	Kill a miniboss	250
Fire in the Hole	Hard	While a miniboss is stunned, kick him from behind, then shoot him in the ass	100
Kick Off	Hard	Remove a miniboss's helmet, then when he's stunned again, kick his head off	250
Touchdown	Hard	Thump a stunned miniboss to his death	100
Whiplash	Hard	Remove a miniboss's helmet, then when he's stunned again, leash his head off	250

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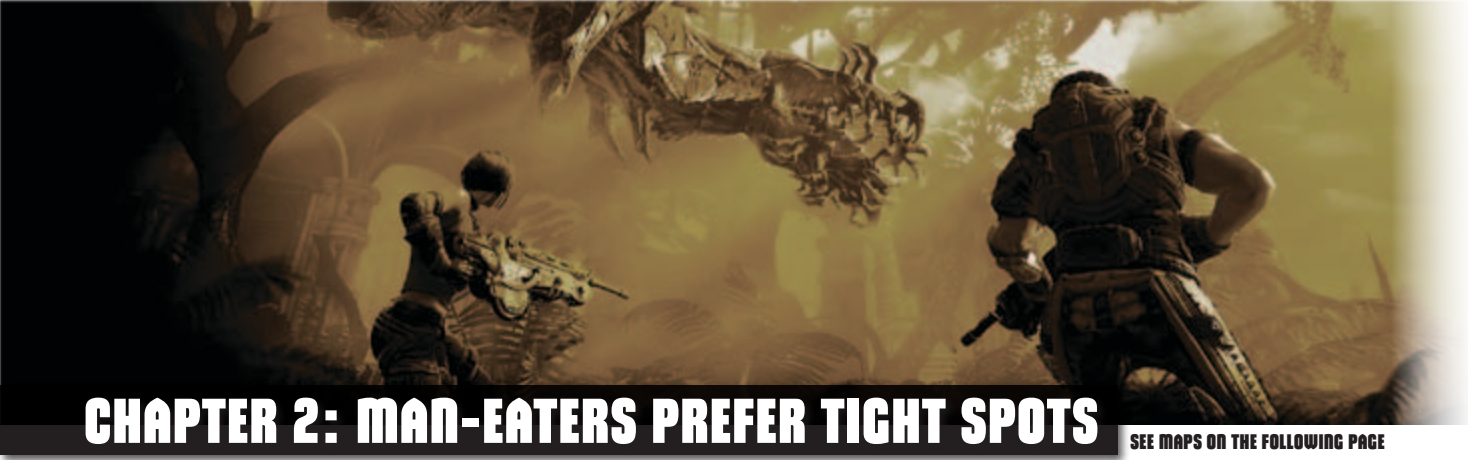
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**23** Keep your distance from the cannoneer to avoid getting blasted by the cannonballs fired from his Bouncer. Unless distracted by your teammates, the cannoneer remains focused

on you, making it hard to get a good angle from which to hit his backpack. So use the nearby trash cans to your advantage. Kick them directly at the enemy then shoot them. The large splash damage of these explosions inflicts heavy damage on the cannoneer's backpack, eventually causing it to explode. The Head Hunter can also destroy the backpack with one hit.

**24** Once you've destroyed the cannoneer's backpack, it also removes most of his armor, making him vulnerable to standard attacks. Load a charged shot into the PMC and hit him square in the chest—just like the chaingunner. This is enough to stun the cannoneer. At this point, you can kill him in any way you choose. The same Whiplash, Kick Off, Touchdown, and Fire in the Hole skillshots all apply to this enemy, so get creative, preferably unlocking one you haven't already used. With the cannoneer down, follow Trishka into through the nearby hall. You'll have to cut through the park before you can reach Sarrano's capsule.



## CHAPTER 2: MAN-EATERS PREFER TIGHT SPOTS

SEE MAPS ON THE FOLLOWING PAGE

### Elysium Park



**1 2** At the end of the dark, dank hallway, activate a switch to open a door leading into a larger chamber. Here Ishi notices a strange green plant growing on the damp floor. Trishka warns him to stay away, but her warning is too late. Ishi shoots the plant, causing it to explode and disperse green gas throughout the chamber. As Ishi opens fire, press the aim button when prompted to complete a reaction sequence. Gray's vision blurs and everything takes on a green hue. Suddenly Ishi attacks Trishka, but she's able to hold him back. What's going on? As Gray's vision returns to normal, Trishka enlightens the team. These green plants, called puffballs, contain gas with psychotropic disassociative properties, causing intense hallucinations. Puffballs can be used to your advantage later on, causing enemies to attack each other instead of you. Just make sure you stay clear of the gas cloud dispersed by these plants.

**3** Once the effects of the puffball spores wear off, cross the room and activate the switch on the wall to raise a metal gate. Follow Ishi up the stairs and enter the next chamber, containing a dropkit. You can now access the Bouncer, the same weapon carried by the cannoneer you faced earlier. This is a unique weapon requiring some practice before you get really comfortable with its capability. Simply pulling the trigger lobbs an explosive cannonball that explodes on impact. In this firing mode, the range is very limited. To increase the range of the weapon, hold down the trigger to make the Bouncer fire a bouncing cannonball. Keep the trigger pressed down as the cannonball bounces along the ground. Then when the cannonball is near an enemy, release the trigger to cause the cannonball to explode. Despite your best efforts, the Bouncer is not a very accurate weapon, particularly at long range. But this is a good opportunity to get a feel for the weapon. While at the dropkit, sure to stock up on Thumpers and bring along a close-range backup weapon like the Screamer or Boneduster.



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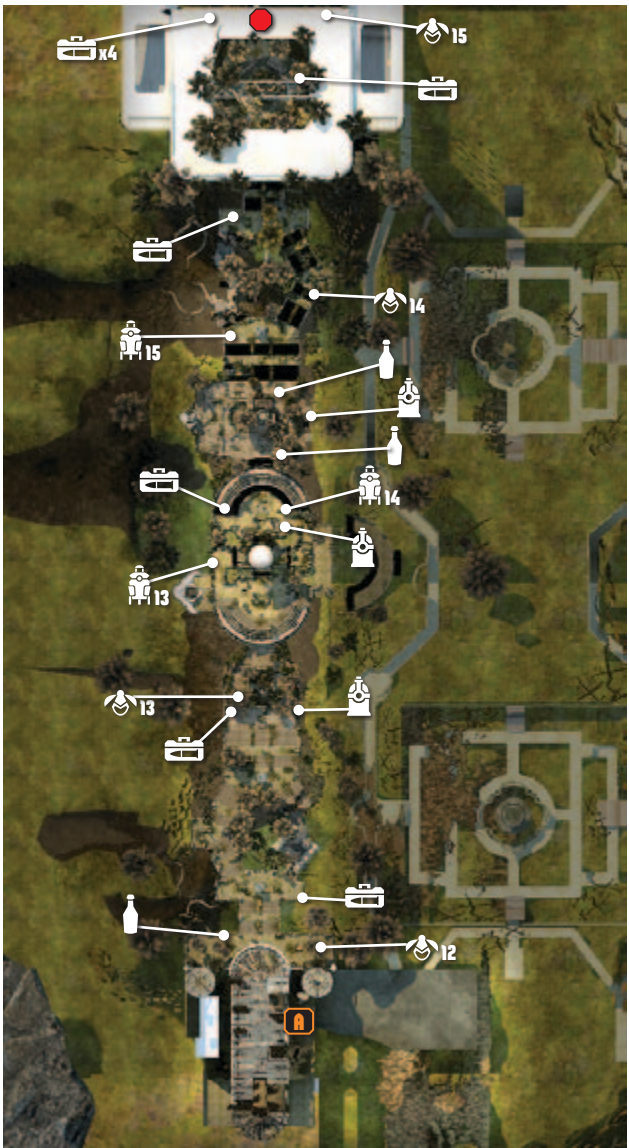
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Legend

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- Dropkit
- Ammo
- Newsbot
- Electrofly Swarm
- Nom Juice

Bouncer

Description: Previously used for heavy-duty demolition operations, this huge bazooka fires impact-resistant explosive rounds that can bounce off surfaces, allowing the user to reach even the most difficult targets. Hold the fire button down to bounce the explosive ball.



Magazine Capacity: 3

Access Cost: 1,000 skillpoints

Charged Shot Upgrade: Launches a fusion destabilized explosive ball that will detonate repeatedly on every contact with a surface.

Skillshots

Name	Difficulty	Description	Skillpoints
Direct Hit	Easy	Kill an enemy with a direct hit from the cannonball	25
Money Shot	Easy	Kill an enemy by launching a ball at them and exploding it before it hits anything	25
Boom	Medium	Kill two or more enemies with one cannonball	50
Bully	Medium	Detonate a cannonball to kill an enemy just after knocking him over with it	50
Carpet Bombing	Medium	Bounce a cannonball at least two times before killing an enemy with it	50
Kick of Doom	Medium	Kill an enemy by kicking a charged cannonball	50
Trickshot	Medium	Kill an enemy with a cannonball bounced off a wall or obstacle	50
Lucky Shot	Hard	Kill an enemy with a cannonball that traveled over 100 meters without bouncing	100
Meat Fountain	Hard	Kill two or more airborne enemies with one cannonball	100
Sledgehammer	Hard	Kill three or more enemies with one charged cannonball	100



4 5 Follow your team into the next chamber, where you're confronted by several skulls. Immediately take aim at the puffball plant in the center of the room and shoot it. The plant's green gas disperses throughout the room, infecting all the skulls. The green cloud surrounding each skull indicates they're under the influence of the gas.

While the skulls are still inhibited by the puffball gas, pick them off one at a time. A Thumper attack works well here thanks to the low ceiling. Killing a target affected by puffball gas unlocks the Antidote skillshot. You can also unlock the Toxic Love skillshot if you kill an enemy while infected by puffball gas yourself. The gate at the end of this chamber is closed, and there's no switch to open it. Ishi volunteers to climb through a duct in the ceiling and open the gate from the other side.



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**6** **7** When the gate opens, follow Trishka up the adjoining steps. Suddenly, Ishi cries out for help. Rush up the steps and approach the next room. Ishi is being attacked by some massive



plant. Perform a reaction sequence by pressing the aim button. The plant swallows Ishi whole, then disappears through a hole in the floor. Gray insists on rescuing Ishi, but Trishka is less optimistic about his chances of survival. Just then, Gray's leash begins beeping—Ishi is sending a transponder signal from within the plant. He's still alive, and has provided a signal for Gray to follow. The plant is dragging him deeper and deeper into the nearby park. Trishka theorizes the plant is taking Ishi to its nest.



Arboretum

New Objective:

- Rescue Ishi

**8** Follow Trishka through the dense foliage ahead by sliding beneath a low branch. As you approach the exit of this large building, several skulls and berserkers attack. Blast your way past the first skull, the rush toward the hotdog cart at the top of the stairs. Kick the hotdog cart down the steps to crush some enemies below—this scores you the Fast Food skillshot. Now deal with the rest of the enemies, starting with any berserkers. Kick the nearby berserkers away from you and finish them off with Bullet

Kicks. Next, shoot one of the puffballs at the bottom of the steps to infect the surviving skulls gathered below. Eliminate the infected skulls with any method you choose, scoring the Antidote skillshot in the process.

**9** Continue down the steps, but watch out for more skulls and berserkers. Target puffballs and try to infect these guys with the gas, causing them to fight each other. While they take out their aggressions on their own gang, leash them toward you one at a time and kick them into one of the nearby cacti. This earns you the Antidote and Puncture skillshots for each kill. Or, if the group is clustered tightly together, hit them with a charged shot from the PMC. This is a good opportunity to earn the X-Ray skillshot.

**10** Resume your descent down the steps and watch for more enemies below. Next, you're confronted by several skulls and a flaregunner. Kick the trash can down the steps toward the cluster of enemies, then shoot it when it's within blast range of your enemies. With proper timing, you can set most enemies on fire with the explosion, setting them up for Afterburner skillshots. There's also a puffball at the bottom of the steps you can shoot to infect these enemies, helping draw their attention away from you.



Electrofly Swarm 12



Before rushing down the steps, return to the large building you just exited. As you near the massive columns, turn left to spot an electrofly swarm near this palm tree. Blast all six electroflies, then regroup with Trishka.

Nom Juice



On the left side of the stairs, look near the foot of this bench to locate another bottle of Nom juice. Drinking it can make the next fight a bit tougher but rewarding, earning you an Intoxicated skillshot for each kill.



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**10** As you near the last flight of steps, several flail-bombers comes charging directly at you and Trishka. Quickly shoot the puffballs on the ground as they pass by. The puffball gas causes them to temporarily halt



their charging attack as they choke and gasp for air. This makes them easy targets. Shoot the red explosives strapped to their chests to detonate them, scoring yourself Bombshell and Antidote skillshots. Try to kill them all before they recover from the effects of the puffball gas. After eliminating all the flailbombers, grab their weapons to replenish the ammo for your flailgun. There's also a dropkit at the bottom of the steps—stock up on ammo and consider swapping out your two backup weapons. Gray notices Ishi's signal has stopped moving, nearly 500 meters ahead.

**11** Proceed through the twisting narrow path ahead, sliding beneath the low branches along the way. But watch out for a Venus man-eater near the entrance to a large plaza—the plant gives you fair warning by eating a skull. Keep your distance from the plant or take it out with your leash.



**12** **13** More Venus man-eaters occupy the large plaza, along with a mix of skulls and shotgunners. Thanks to a variety of environmental hazards, there are plenty of ways to dispatch these enemies. Try kicking explosive trash cans into your enemies. Or leash them and kick them into cacti or Venus man-eater plants for Pricked and Feeder skillshots. When you're finished eliminating the skulls and shotgunners, leash all the Venus man-eaters for some extra skillpoints.



**14** **15** Beyond the plaza, you're attacked by a few skulls and berserkers on this narrow path lined with large cacti plants. Simply leash or kick these enemies into the cacti plants for Pricked skillshots. A dropkit is located in the next plaza, right next to a Venus man-eater. So if you want to resupply at the dropkit, be sure to take out the Venus man-eater first. At the dropkit, be sure to grab the Head Hunter and another backup weapon of your choice. The Head Hunter is vital for scoring the Chop-Chopper achievement/trophy.

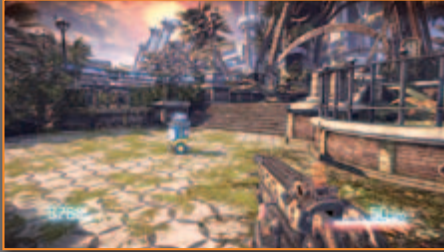
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After accessing the dropkit, look for this swarm of electroflies in the trees to the left. They may be easier to spot from a distance,

so consider backing up the nearby steps to see them flying around. Shoot them all, then enter the passage by the dropkit.

Newsbot 13



After clearing the plaza, enter this dead-end walkway on the left side to pick up a box of ammo and locate another newsbot. Kick

the newsbot into a nearby wall to destroy it, then return to the plaza.



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### Chop-Chopper

When the banshee helicopter first appears, take aim with the Head Hunter and target the door gunner. Guide a bullet into this enemy to earn this otherwise elusive achievement/trophy. Although it's possible to score the kill with other weapons, the Head Hunter gives you the best chance of hitting this moving target. If you miss, consider reloading the last save checkpoint and trying again.

### Newsbot 14



After engaging the banshee with the Head Hunter, look around the plaza to find another newsbot patrolling this area. Kick it against a planter to destroy it, then proceed into the next plaza.

### Major Malfunction

If you've destroyed all the newsbots you've encountered thus far, blowing up the 14th newsbot earns you the Major Malfunction achievement/trophy. This is awarded for destroying 50 percent of the newsbots in the campaign; 14 down, 14 more to go!



**16** **17** This plaza is a dead end. The path ahead is blocked by a concrete barricade. Move to the far end and grab a box of ammo. Suddenly, a helicopter can

be heard in the distance. The banshee helicopter attacks the plaza with rockets and machinegun fire. Quickly take aim at the chopper with the Head Hunter, centering your sights on the door gunner operating a chaingun. Fire a bullet toward the gunner and guide it into him. The chopper is moving fast from left to right, so consider leading your target to compensate for the banshee's movement. Don't bother with a headshot, just hit the gunner anywhere to guarantee the kill. Killing the gunner earns you the Chop-Chopper achievement/trophy. Whether you take out the gunner or not, the banshee lands in the neighboring plaza, and creates a new path with a rocket explosion.

**18** In the adjoining plaza, you're attacked by several skulls and flare-gunners as the banshee hovers nearby. Ignore the chopper for now, as it doesn't pose a threat. Instead, attack the skulls and flaregunners. Hit the group of enemies with a Screamer's flare or the Bouncer while they're bunched together. But during the fight, be prepared to perform a reaction sequence by pressing the aim button at the right time. This shows the banshee getting grabbed by a Venus man-eater. This causes the chopper to lose control and crash on the opposite side of the plaza. Soon after the chopper's hard landing, perform another reaction sequence to spot a chaingunner hopping out of the banshee's cargo bay.

**19** **20** Finish off the remaining skulls and flaregunners by kicking them toward the chaingunner. The chaingunner's weapon cuts your foes to shreds, earning you Friendly Fire skillshots for each kill. Now target the chaingunner himself. Hit him with a charged shot from the PMC to stun him. But before killing him, infect him with the gas from a nearby puffball. If you're feeling very confident, walk into the gas yourself. While you and the chaingunner are both infected with the gas, kick him in the ass and score a Fire in the Hole skillshot while he's still stunned. If you pull it off, you'll earn the Bossed, Fire in the Hole, Toxic Love, and Antidote skillshots for this single kill. As you can see, the puffball gas can greatly increase your skillpoints through the Antidote and Toxic Love skillshots. So use these plants to your advantage at every opportunity.





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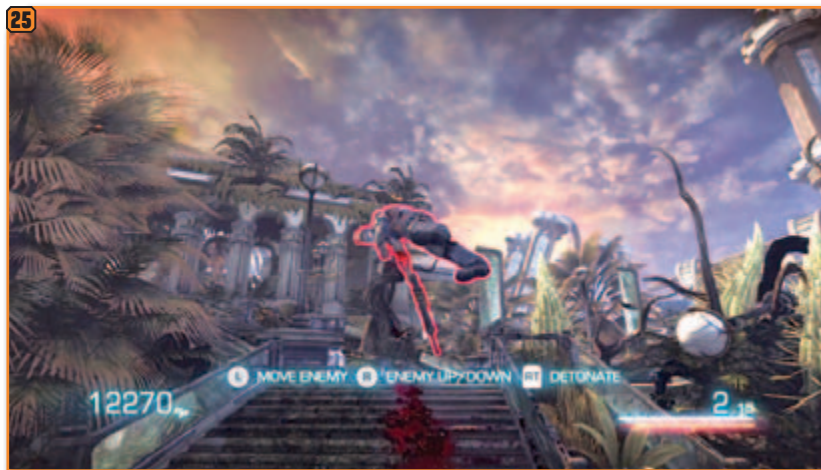
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**21** Immediately after taking out the chaingunner, grab his weapon and turn toward the open gate nearby to spot three berserkers rushing into the plaza. These berserkers are coated in green spores and wear masks covering their mouths and noses, protecting them from puffball gas. But other than these minor cosmetic differences, these berserkers behave the same way. Simply cut them down with the chaingun, holding down the trigger to score multiple Full Throttle skillshots.

**22** Drop the chaingun and pass through the gate from which the berserkers entered the plaza. Follow the narrow, twisting path to a dropkit. Take a moment to purchase some ammo and swap out your backup weapons. Be sure to buy more Thumpers and bring along the Head Hunter with as many charged shots as you can afford.

**23** A flailbomber and more berserkers come charging down the steps ahead. Target the flailbomber as quickly as possible, detonating the explosives on his chest. If you're quick, you can take out one of the nearby berserkers with the explosion, earning you a Bombshell skillshot. But be ready to deal with the other berserkers individually. Instead of waiting for them to attack at close range, leash them toward you to pull them off their feet. Once the berserkers are airborne, kick them and shoot them for Bullet Kick skillshots—remember to aim for the head to earn the Headshot bonus.

**24 25** At the top of the stairs, several skulls and shotgunners fire down at you and Trishka. Equip the Head Hunter and perform some long-range sniping. Since these enemies are clustered so close together it's easy to score Bluff, Letter Bomb, Accident, Premature, and Early Retirement skillshots. For Early Retirement, fire a charged shot at a shotgunner and try to knock him into the nearby cactus before the round explodes. Or fire a charged shot at a skull and explode the bullet just before it reaches him to earn the Premature skillshot. Keep sniping until you've thinned out the resistance at the top of the steps.

### Nom Juice



After eliminating the berserkers, return to the area where you entered the plaza and search for a bottle of Nom juice on a bench. Drink it or shoot it, then catch up with Trishka.

### Nom Juice



After defeating the flailbomber and berserkers, turn to the left to locate a bottle of Nom juice next to this bench. By now, you know what you want to do with this bottle.



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### Electrofly Swarm 14



There's an electrofly swarm flying around a large cactus plant near the center of the large staircase. You can

eliminate this swarm with one bullet by shooting the nearby trash can. The explosion eliminates all six electroflies and earns you another Exterminator skillshot.

### Newsbot 15



On the next landing, move to the left side to locate a newsbot tipped over on its side. Kick it against any object to destroy it.

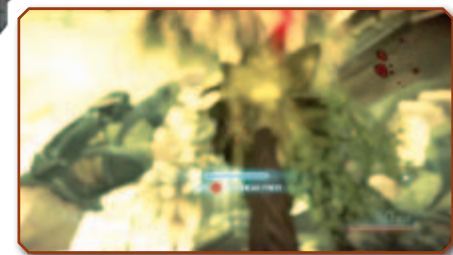


**26** Rush up the steps and attack the surviving enemies at close range. On the way, watch out for a flailbomber charging down the steps. Explode his vest, then continue your ascent. If there are still some skulls and shotgunners in the area, slide or kick them into the nearby cacti for Pricked skillshots. More enemies may attack from the steps above. Simply leash them toward you, then kick them into a cactus.

**27** Prepare to face more skulls and shotgunners at the top of the steps. If they're clustered close together, launch them skyward with a Thumper attack then shoot as many airborne targets as you can to score Trap Shooting skillshots. Or target an airborne trash can to eliminate all the airborne targets with a lucrative Fertilizer skillshot. Finish off the rest of the skulls and shotgunners in any fashion you desire. There are two Venus man-eaters and a hotdog cart nearby, so consider using these environmental hazards to your advantage. Once the area is clear, search the far side of the walkway for a box of ammo.



### CAUTION



Don't let the skulls and shotgunners distract you from the Venus man-eater. If you get too close to the plant, it will grab you with

its long, sticky tongue. You only have a few seconds to respond before it devours you, so tap the button shown at the top of the screen repeatedly until it drops you. While ensnared by the Venus man-eater's tongue, you're also vulnerable to incoming fire, making these plants a lot deadlier than they look.

## Greenhouse



the entrance to the greenhouse, so watch your step. Destroy both plants with the leash, then grab the weapons they drop—apparently these guns belonged to skulls that got too close.

**28** Follow Trishka toward the greenhouse. But watch out for more Venus man-eaters flanking the path. Keep your distance and eliminate each plant with the leash. You can find another box of ammo on the far side of the planter in the center of this entryway—grab it before entering the greenhouse. Two more Venus man-eaters flank

### Om Nom Nom!



Before killing the Venus man-eaters, try feeding one a Nom parasite to earn this achievement/trophy. Simply kick one of the parasites off the tree toward one of the plants. If the Nom is grabbed and eaten by one of the plants, you earn this achievement/trophy. Farther down the path, you can also feed one of the plants a trash can, unlocking the Bad Digestion skillshot.



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### Electrofly Swarm 15



Just inside the greenhouse, turn right to spot another electrofly swarm. Blast them with your PMC then catch up with Trishka. Climb over a low branch, then locate a dropkit at the end of the next path. The PMC is the most useful weapon for the fight ahead, so don't worry too much about choosing specific backup weapons. Also, don't bother topping off the ammo for the PMC—you have unlimited ammo during the next fight.

**29** Slide beneath a low branch to enter the atrium. Ishi's signal is coming from the area below the large plant in the middle of the garden. As you near the garden, a monstrous plant roars to life, causing the ground to shake. Press the aim button at the right moment to complete a reaction sequence, showing the plant burst from the ground and assume an offensive posture—it looks like you have your work cut out for you.

### New Objective:

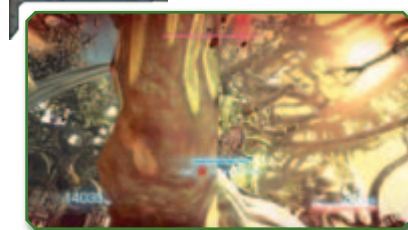
- Kill the Hyper-Mutated Flytrap

**30** As the massive plant bursts from the ground, avoid its flailing branches while targeting the bulging green pouches on its perimeter. It's important to stay on the move to avoid getting hit by its tentacle-like branches. So circle-strafe around the perimeter of the atrium while unloading on the plant with the PMC. You still have to reload your weapon, but you'll never run out of ammo during this fight, so don't worry about accuracy or ammo conservation. After emptying a clip into the beast, slide to a new position and reload. Sliding allows you to quickly circle around the plant, but be careful not to slide too close to it. The plant's red health bar appears at the top of the screen. Pop all the green pouches to completely deplete the health bar—but this isn't enough to kill the plant. The fight is just beginning.

**31** When the plant stops thrashing, a cyclone of wind sweeps through the atrium, kicking a thick cloud of pollen into the air. During this moment, target the red glowing membranes on the side of the plant until they explode. The leash is the quickest way to destroy these membranes. This is the plant attempting to regenerate. So destroy all these membranes before they grow back completely—once a red membrane has been destroyed, it can't grow back. You can't hit all these membranes from one location, so slide around the perimeter of the atrium until you can get an angle on them. Instead of shooting them, target them with the leash to pop them quickly. If you miss some of the membranes during this regenerative phase, the plant recovers as the same green pouch-like appendages you destroyed earlier grow back.

**32** Once you've destroyed all the membranes, the plant suspends itself from the roof of the atrium and attacks with its mouth. Keep moving to avoid getting grabbed by the plant. If you do, tap the kick button repeatedly to break free. At this point, the plant drops large green balls containing spores. Keep moving to avoid getting hit by these spore pods, but don't forget to keep shooting the plant.

**33** When the plant drops to the ground and enters another regenerative phase, target the red segmented worm-like tentacles wiggling on its sides. Hit these tentacles with the leash to take them out fast. Like the membranes, you can't hit all these tentacles from one spot on the floor, so keep sliding around the atrium to get a line of sight on these red, wiggling appendages. After destroying one set of tentacles, slide to a new location and target the next set. Continue circling around the atrium and leashing these tentacles until they're all destroyed. If you fail to destroy them all, the plant returns to the atrium's ceiling and attacks with its mouth. Keep blasting it until it returns to a new regenerative phase, then eliminate the remaining red tentacles.



**If you're grabbed by one of the plant's branches or its mouth, quickly tap the kick button to break free. Constantly moving makes you a tough target to grab, so avoid standing in one spot and shooting. Circle around the plant by circle-strafing or sliding.**



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**34 35** During the final phase of the battle, the plant returns to the ceiling and begins pumping blood to its head. At this point the plant's neck turns red. This is your new target. Blast the plant's neck repeatedly with the PMC while avoiding its lunging attacks. Leash attacks also inflict heavy damage on the plant's neck, but it's harder to score leash hits while on the move. Whatever your method of attack, keep up the pressure until the plant's health bar is depleted. Defeating the plant unlocks the Weed Killer skillshot and the identically named Weed Killer achievement/trophy.

**36** The remnants of the Hyper-Mutated Flytrap scatter and blow away, leaving a massive hole in the garden. Gray glances down into the hole, realizing Ishi is located somewhere down there. Without much thought of what else might be down there, Gray tells Trishka to follow him down into this putrid pit.

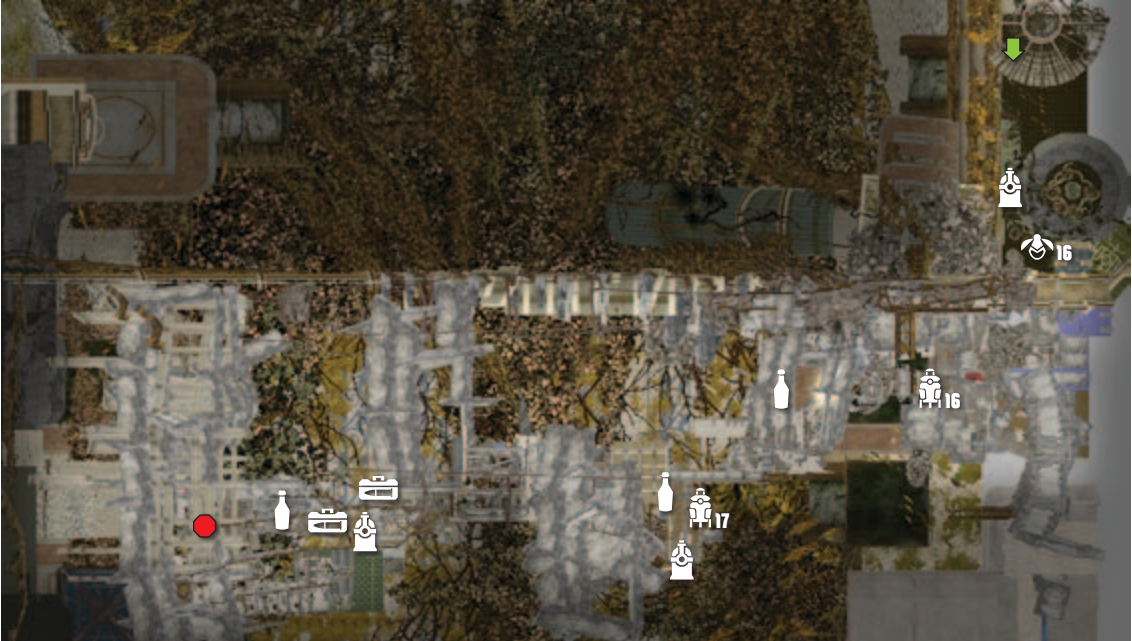
**Big Cheese**

By now you're more than capable of performing 50% of the skillshots in the single-player campaign, earning you this achievement/trophy. If you have yet to earn this, study the skillshot database and focus on performing new skillshots.




SEE MAPS ON THE FOLLOWING PAGE

Collapsed Building



**Legend**

-  Level Start
-  Level End
-  Dropkit
-  Ammo
-  Newsbot
-  Electrofly Swarm
-  Nom Juice



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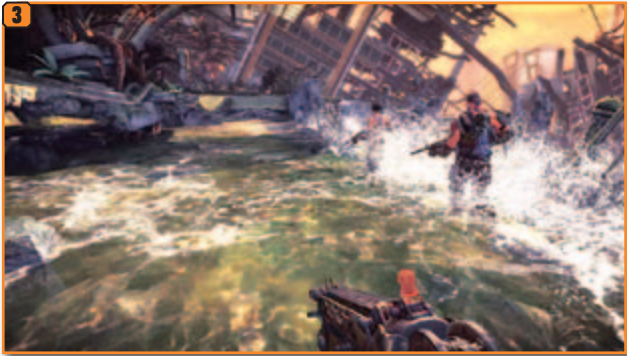
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**1 2** Gray and Trishka find Ishi at the bottom of the pit. But his time spent in the carnivorous plant's digestive system has left him smelling a bit ripe. While Ishi wipes the plant poo off himself, follow Trishka through the adjoining tunnel. You're in some sort of drainage system beneath the park. The tunnel leads out onto a narrow ledge overlooking a large chasm. Trishka suggests using the nearby collapsed building as a bridge to reach the other side. Ishi is less than confident about them making it across such a precariously situated structure. But Trishka is right—it's the only way across.

New Objective:

- Make Your Way through the Collapsed Building

**3** Shimmy across an overhead pipe to cross a gap in the narrow ledge. Remember to establish a rhythm as you move hand over hand across the pipe. Follow Trishka through a shallow drainage channel cascading over the ledge. The current in the channel pushes you to the right as you cross, but fortunately the damaged railing prevents you from falling off the side.

**4** On the other side of the drainage channel, access another dropkit. You can now purchase charged shots for the Bouncer. Close- and mid-range weapons like the Boneduster and Screamer come in handy during your advance through the collapsed building, so consider bring one or both of these weapons along with you. Also, make sure you max out your Thumpers.

**5** As you near the entrance to the Hotel Cliffside, Trishka fills you in on some backstory. She says General Sarrano was in charge of cleaning up this planet a year ago. It was called Operation Anarchy. Trishka's Final Echo squad was one of many tasked with wiping out the gangs and mutants, while leaving the city intact. But Sarrano completely underestimated the resistance they ultimately faced on the surface. Trishka was one of the only Final Echo troops to make it out alive. The dropkits you've encountered along the way are left behind from Operation Anarchy. The skillpoint system tracked by your leash was originally designed to determine which Final Echo troops were worthy of resupply. The soldiers who improvised and adapted to the harsh environment were rewarded with resupplies. Those who failed to score skillpoints were denied supplies.



Electrofly Swarm 16



After accessing the dropkit, look to the right side of the hotel's entrance to spot a swarm of electroflies. Pick them off one at a time with the PMC, then regroup with Trishka and Ishi.

**6** Cut through the hotel lobby and avoid the wires dangling from the ceiling in the adjoining hall. As Trishka leads you to the damaged portion of the hotel, perform a reaction sequence by pressing the aim button when prompted. Gray looks over the ledge to spot a skull vehicle moving through the rubble below. It looks like you're not the only ones trying to reach Sarrano's capsule.



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**7 8** Trishka leads you to a dead-end hallway. She says the shallow slope to the right is the only way down. So go ahead and initiate a slide down the slope. Once you've started the slide, you have no control. Just ride it all the way down to the bottom. You're now in the collapsed portion of the building. Notice how you're standing on a wall, while the ceiling is in front of you and the floor is behind you.

**Newsbot 16**



Before sliding through the rubble, move past Trishka and Ishi in the hall to locate a newsbot tipped over in the next doorway. The rubble prevents you from getting any closer, so leash it toward you then kick it.

**Nom Juice**



While waiting for Ishi and Trishka to join you, search the floor for a bottle of Nom juice. Either shoot it or drink it.

NOTE

The collapsed building can be somewhat disorienting, but for the purpose of this walkthrough, we'll still refer to the ground beneath your feet as the floor and the surface above you as the ceiling.

**9 10** Lead the way through the next two rooms until you spot a couple of skulls. One is dragging a heavy crate while the other stands guard.

Leash the skulls toward you and take them out with Bullet Kicks, or unleash a Thumper attack to smash both enemies into the ceiling. Once the first two skulls are down for the count, turn toward the marked door in the ceiling—you can leash it open. But wait for a third skull to come climbing over the nearby pile of rubble. When he's just below the door in the ceiling, leash it open to cause a pile of rubble to fall on top of him. This is the only place you can unlock the Ding Dong skillshot. So if you miss this opportunity, consider restarting from the last save checkpoint.

**11** Climb over the rubble and push through the next corridor. At the next doorway, you're greeted by a berserker shouting in your face. Kick him into the rebar just behind him for a Voodoo Doll skillshot. More skulls attack from the rubble beyond. Take cover behind the damaged wall ahead and leash the skulls

toward you, impaling them on the rebar sticking out of the wall. Circle around the perimeter of the room, leashing and impaling your enemies on the rebar sticking out of the walls.





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**12** Just ahead, you're attacked by a skull manning a chaingun turret. Immediately slide into cover before he guns you down. He's out of range for your leash, so you need to move closer. Slide from one piece of cover to the next until you can grab the gunner with your leash. However, watch out for a berserker attempting to flank you. Either kick him into rebar or in the direction of the gunner for a Friendly Fire skillshot. When you're within range of the gunner, peak out from behind your cover and yank him toward you with the leash—this impales him on the rebar above the turret.

**13 14** Grab the chaingun off the turret and turn toward the collapsed elevator tube ahead. The skulls are using this tube as a firing position. Make them regret their decision by mowing them down with the chaingun, scoring multiple Headshot and Full Throttle skillshots in the process. Or if you want to score big points, activate the switch on the elevator tube during the firefight to earn multiple Tenderizer skillshots as an elevator comes rushing down the tube and crashing into your enemies. This is the only location where this skillshot is possible, so make an effort to unlock it, using the chaingun to suppress the enemies while you march toward the elevator switch.

**15** After mowing down all the skulls in the elevator tube, throw the switch on the side, if you haven't already. This causes the elevator to come rushing down the tube. Complete a reaction sequence to see a skull getting smashed by the elevator.



Newsbot 17



As you walk across a closed door, it opens, causing you to fall to the floor below. But at least there's a newsbot down here you can destroy. Just beyond the newsbot is a dropkit, embedded in a crumbling wall. Stock up on ammo, including Thumpers.

However, this particular kill does not earn you the Tenderizer skillshot. Step inside the elevator tube and lead your team down a nearby ramp to the next floor.

**16 17** Follow Trishka over the rubble in the next hall, careful to avoid the dangling wires hanging from the ceiling by sliding beneath them. As you enter the next room, more skulls rush into view, taking cover behind the pieces of rubble. Move deeper into the room, taking cover behind a collapsed column near the center of the room. As a pair of berserkers charges toward you, deploy a Thumper attack. The ceiling here is too high to smash your foes, but you can still shoot them. Use the PMC to score Trap Shooting skillshots. Fireworks and Fireball skillshots are also possible by targeting the airborne enemies with a Screamer's flare. Still, watch for enemies that managed to escape the Thumper's blast radius and dispatch them in any manner you see fit. There is some rebar in this room and some electrical wires hanging from the walls and ceiling, so get creative! At the far end of the room is a low space you must crouch through.

**18** At the end of the cramped tunnel, kick a dresser out of your way to access the next area. A few skulls and a shotgunner wait in the nearby rubble, so be ready to fight. Leash and kick these enemies into the nearby environmental hazards. The Boneduster works well here, too. Instead of kicking enemies into rebar and exposed wiring, simply shoot them to knock them into these hazards. This is a good way to earn the Pump Action skillshot in addition to Voodoo Doll and Shocker skillshots.

There definitely isn't a shortage of targets as more enemies approach, including a few berserkers. So hold your ground and keep blasting them with the Boneduster.



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ammo. Next, cross the nearby window, using it as a ramp. The window cracks as you step onto it, but don't worry—it won't shatter. There's another box of ammo at the end of the ramp, so pick it up on your way to the adjoining hall.

**23 24** As you climb over a pile of debris in the hall, the floor ahead collapses, forcing you to find another route. Turn to the right to spot a small hole in the wall. Pass through the hole, then turn left. Cut through the next few rooms to bypass the hall with the collapsed floor. But even as you pass through these rooms, pieces of the ceiling come tumbling down, kicking up clouds of dust. You need to find an exit fast! As you enter the bathroom area, you encounter a couple of skulls. Kick or leash them into the exposed wires here for Shocker skillshots.

**19 20** Lead the team through the next hall into this large open area. Here you're attacked by more berserkers, skulls, and a shotgunner. Make note of the large open doorways in the floor. These are ideal for kicking enemies through, scoring Vertigo skillshots. But there are also impaling opportunities here thanks to the rebar sticking out of the walls. After you eliminate the first wave of enemies, four berserkers come running at you. Interrupt their charge by launching them skyward with a Thumper attack. This allows you to score some more airborne-based skillshots like Trap Shooting or Fireworks.

**21** Locate the hole in the wall and enter this rubble-filled tunnel. As you move deeper into this passage, the building creaks and dust pours down from the ceiling. You need to find a way out of here before the whole building comes tumbling down. Follow this tunnel to the very end, ignoring the hall on the left for now. At the end of this tunnel is a narrow ramp leading into a small pocket containing an ammo box. Grab it, then backtrack to the hall you encountered earlier in the tunnel.

**22** The hall leads to an area containing a dropkit. Interface with the dropkit and replenish your ammo and Thumpers. The fighting ahead takes place in more tight and confined spaces, so consider keeping the Boneduster and Screamer as your backup weapons. Just make sure you have plenty of

Nom Juice



Just beyond the room where you fried the two skulls, look on the floor for a bottle of Nom juice. Consider drinking it to prep yourself for the fight ahead.





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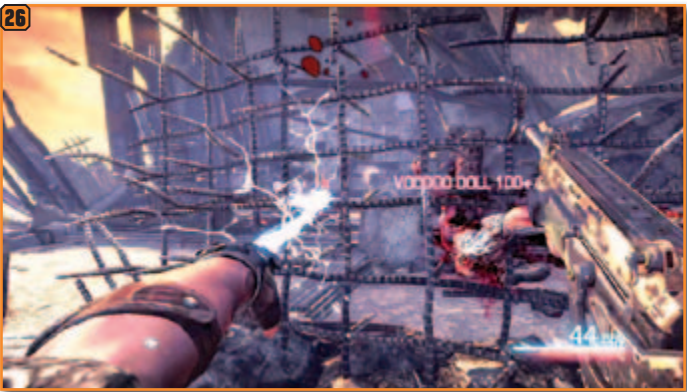
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**25** Several skulls and a few flaregunners wait to ambush your team in the next open area. Equip the Boneduster and slide from one piece of cover to the next until you can flank your enemies, targeting them at point-blank range. This is a great way to score Topless, Legless, and Torpedo skillshots. You can also use the Boneduster to blast enemies into rebar, for Pump Action skillshots. One of the flaregunners occupies a large pile of rubble. This guy's easiest to take out with a charged shot from any of your weapons.

**26** You can see daylight peeking through the next room, but you still have a way to go before you can escape this crumbling building. More skulls attempt to halt your escape. Slide toward them and blast them at close range with the Boneduster. Move to the middle of this room and

take cover behind the rebar mesh. Yank distant skulls and shotgunners into the rebar using the leash, scoring more Voodoo Doll skillshots. But watch out for the approaching chaingunner.

**27** Hit the chaingunner with a charged shot from the PMC to stun him. While he's bent over, leash off his helmet. Immediately hit him again with another charged shot to return him to his stunned state. Now you can either kick his head off for a Kick Off skillshot, or you can simply leash his head off for a Whiplash skillshot. Of course, there's always the Touchdown skillshot, requiring you to thump a miniboss to death. The option is yours, but try to use a miniboss-based skillshot you haven't already unlocked. This will guarantee you the most skillpoints. Once the chaingunner is down, enter the next rubble-filled hallway and kick your way through the loose tiles in the walls.

New Objective:

- Escape from the Falling Building

**28 29** In the next hall, the building shudders violently—it's about to collapse. At this point a timer appears at the top of the screen, giving you exactly 30 seconds to escape. There is only one path to escape, so run ahead while avoiding the collapsing portions of the ceiling. There are a couple skulls positioned along the path. If you have the time to spare, kill both skulls, preferably by kicking them into rebar for Voodoo Doll skillshots. A Thumper attack is also a great way to clear a path through these threats. Otherwise, ignore the skulls and make a break for the elevator. Throw the switch inside the elevator and begin your escape. But the elevator is moving too slowly. Ishi suggests shooting the nearby explosive tanks to nudge the elevator along. Complete the subsequent reaction sequence to blast the red tanks.

**30** The explosion accelerates the elevator to extreme speed, launching it through the shaft like a rocket. Gray, Trishka, and Ishi cling to the inside of the glass cylinder as it crashes through the end of the shaft and clears the collapsing building, sending them soaring through the air toward the city.

No Man Left Behind



You earn this achievement/trophy if you manage to eliminate all the enemies during your race to the elevator. You only have 30 seconds to complete this entire sequence, so run from the very moment the timer starts to the point where you first encounter the skulls. Running early on gives you more time to eliminate the skulls and make it to the elevator. The fastest way to defeat the skulls is with a Thumper attack.



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ACT 5: BURNOUT PARADISE

ACT OVERVIEW

Achievements and Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Minced Meat	Take out the mall's biggest customer	15	Bronze
	Celebrity	Perform 75% of the single-player skillshots	40	Bronze
	Red Barrels	Explode all the red barrels on the rooftop while in a helicopter	10	Bronze

Unlockable Skillshots			
Name	Difficulty	Description	Skillpoints
Assplosion	Medium	Kill a burnout by shooting its ass growth	50
Dino-Sore*	Hard	Every successful hit on Hekaton's neck wound	100
Minced Meat*	Hard	Kill the first muta-burnout boss	1250
Steady Hand*	Hard	Only hit the weak spot of a burnout and kill it	100

\* = Secret skillshot

New Enemies Encountered



Burnout



Muta-Burnout

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CHAPTER 1: CRASH RESISTANT

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Monorail

1



Following their elevator ride through the skies of Elysium, Gray, Trishka, and Ishi slowly climb out of the wreckage of their glass tube. They've landed in some subterranean parking structure. Trishka suggests finding a monorail—they were running the last time she was here during Operation Anarchy. Ishi reports that his sensors have located a functioning monorail not far from here. The monorail is your best chance of traveling deeper into the city where Sarrano is still holed up on a hotel rooftop. If the locals reach Sarrano first, there will be no rescue.

New Objective:

- Get to the Monorail Car



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- Newsbot
- Electrofly Swarm
- Nom Juice

Newsbot 18

While following Ishi and Trishka to the nearby elevator, stop a moment to kick this newsbot into a pile of rubble. Afterward, catch up with your team and ride the elevator up to the surface.



**2** As you exit the elevator, a helicopter and motor vehicles can be heard in the distance—the skulls are nearby. But take a moment to stock up on ammo at the dropkit near the elevator before rushing toward the monorail platform. For the fight ahead, bring along the Head Hunter and an explosive weapon of your choice, such as the flailgun or Bouncer. Also, be sure you have plenty of Thumpers and charged shots for the PMC.

**3 4** After visiting the dropkit, rush over to the nearby steps to greet a shotgunner and a couple of skulls. If you haven't experimented with the Bouncer yet, this is a good opportunity. Bowl over the shotgunner with a cannonball, then detonate it just behind him to unlock the Bully skillshot. Remember to hold down the trigger to prevent the cannonball from detonating on its first bounce. This allows it to roll and bounce around. Next, target the skulls directly at close range. Just tap the trigger to fire a cannonball that explodes on contact, scoring you a Direct Hit skillshot.

Nom Juice



After accessing the dropkit, turn to this nearby bench to spot a bottle of Nom juice. Drinking this bottle can score you some Intoxicated skillshots while taking out the next round of enemies.

**5 6** Advance along the walkway at the top of the stairs, moving toward the sound of a banshee helicopter. As you move past a couple of signs illustrating the different monorail lines, the helicopter comes into view. It has just dropped off a few skulls and a cannoneer. Start your attack by kicking one of the nearby trash cans toward the large group of enemies before they can spread out. This engulfs them in flames, making it easier to clear out





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the skulls before focusing on the cannoneer. Gun down the flaming enemies with the PMC to score Afterburner skillshots. However, watch for reinforcements rushing down the steps to your left. A couple shotgunners rush toward you. Be ready to blast them, preferably with your Bouncer. During this fight, keep your distance from the cannoneer to avoid getting blasted by his incoming cannonballs.

**7 8** Once you've cleared out the skulls and shotgunners, target the cannoneer from long range with the Head Hunter. Aim just above the cannoneer's head and fire. While guiding the bullet, keep the bullet just a little high above your target. But as the bullet gets closer, angle the bullet down into the cannoneer's backpack. One hit from the Head Hunter detonates the cannonballs in the backpack and strips away most of the miniboss's armor. Now switch to the PMC and stun the cannoneer with a charged shot. Now you can finish him off in any way you want. But it's quickest to just Thump him to death for a Touchdown skillshot. This also launches any other enemies that may be close, allowing you to pick them off in the air for Trap Shooting skillshots.

Platform B

**9** Climb the steps to Platform B, but expect stiff resistance from more skulls and shotgunners. Consider leashing these guys toward you and kicking them off the side of the platform for Vertigo skillshots. Or if you want to get more creative, equip the Bouncer and open fire. Try to bounce a cannonball at least twice before detonating it to kill an enemy to unlock the Carpet Bombing skillshot. Or kill two or more enemies with one cannonball to earn the Boom skillshot. If you have charged shots for the Bouncer, fire one then kick the bouncing cannonball toward an enemy for a Kick of Doom skillshot. This group of enemies isn't very challenging, so take your time experimenting with different Bouncer skillshots.

**10** The nearby monorail car is operational, but its doors are shut. Once the platform is clear, Gray orders Trishka to get the doors open. While she works on the control panel, access the dropkit on the nearby set of steps. For the next incoming wave, trade out the Bouncer for the flailgun. But keep the Head Hunter for now. Also, top off ammo for the PMC and Thumpers for the leash.

**11** After accessing the dropkit, be ready to complete a reaction sequence showing a three vulture gyrocopters zooming toward the monorail platform. While they're at long range, target one of the copters with the Head Hunter and pick off the pilot for a Skyjack skillshot. But as the surviving copters draw near, attack them with the leash. Remember, after yanking a copter with the leash, try to gun down the pilot before he hits the ground for a Parashoot skillshot.



**Make note of the Nom tree near the Platform B. Leash the Nom parasites off this tree, then kick them toward enemies to initiate Nom-based skillshots like Nominated, Leak, and Heads Up.**





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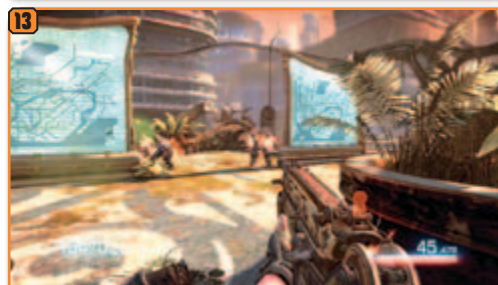
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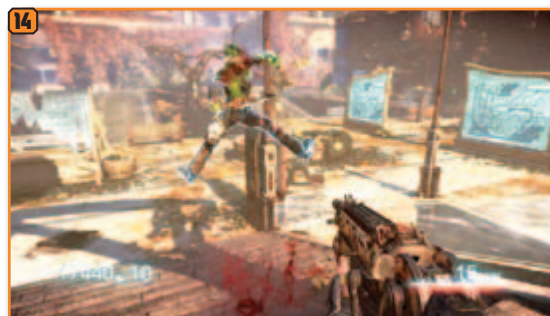


**12** **13** When Ishi warns that you're being flanked from the right, equip the flailgun and engage a large group of shotgunners and flailbombers. Trip up the first charging flailbomber by wrapping a flail around his legs. When other flailbombers run past him, detonate the flail for multiple Bomb Shell skillshots. Don't worry about the shotgunners until all the flailbombers are down for good. The shotgunners take cover among the planters, so leash them out of cover and take them out at close range. There are also several puffballs nearby you can use to your advantage, allowing you to score Antidote and/or Toxic Love skillshots with each kill. Also,

don't forget to put the trash cans to use. This is a great way to set the shotgunners ablaze, setting up Afterburner skillshots.



Eliminate the electrofly swarm, then descend the steps and turn left to spot the mutilated remains of two skulls near a grate. Complete a reaction sequence to score more skillpoints. It's unclear what has been feasting on these skulls. Even the creeps aren't this messy.



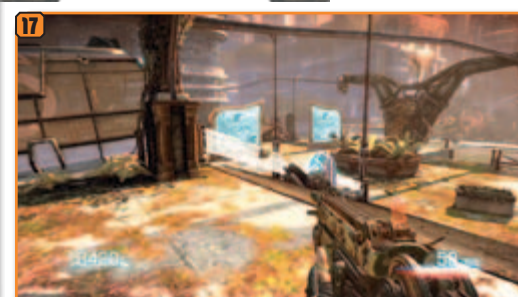
**14** Return to Platform B and stock up on ammo at the dropkit. Trishka is still busy trying to open the monorail car doors. But she's interrupted with Ishi warns of more enemies approaching from the left. This wave is led by a flailbomber and several berserkers. Target the flailbomber first and try to detonate his explosive vest to take out a few of the berserkers. But be prepared to engage the remaining berserkers at close range. Either kick them off the platform for Vertigo skillshots or launch them into the air with a Thumper attack. Smash your enemies into the platform's awning for Flyswatter skillshots. A second wave of berserkers and a flailbomber attack next; repeat the same steps to defeat them, targeting the flailbomber first.



**15** **16** A cannoneer brings up the rear of this assault. Equip the Head Hunter and take out his backpack before he moves within attack range. Then turn your attention back to the rushing berserkers and flailbombers. As the cannoneer approaches the steps of Platform B, hit him with a charged shot from the PMC to stun him. If there are still flailbombers and berserkers around, finish off the cannoneer with a Thumper attack to score a Touchdown skillshot. This also launches any nearby enemies into the air, allowing you to score Trap Shooting skillshots with the PMC, Broken Wings skillshots with the Head Hunter, or Homie Missile skillshots with the flailgun.

### New Objective:

- Return to the Monorail Car



### Newsbot 19



Once the fight with the flailbombers and shotgunners is over, approach Platform A by sliding beneath a low branch. Here you find another newsbot. Smash it by kicking it against the nearby planter.



### Electrofly Swarm 17



After destroying the newsbot, climb the nearby steps and turn right to spot another swarm of electroflies. Shoot them all.



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**18** As the monorail car gets under way, Gray presses Trishka for more answers about what's going on here. While she admits that the skulls and creeps are bad, they're far from the worst this planet has to offer. She says the burnouts are the real threat. But at the moment, Ishi is more concerned about being exposed in a moving glass monorail car. Trishka says the shell is crash resistant and bulletproof.

**19** During the ride, complete a reaction sequence to spot a banshee helicopter coming under attack by some sort of humanoid creatures. They seem completely ravenous and unconcerned with self preservation. These are the burnouts Trishka warned about. Complete another reaction sequence as a couple burnouts drop onto the top of the monorail car. Trishka tells Ishi to hold his fire, restating that nothing can get through the car's crash-resistant shell. However, as the car begins to sway violently it becomes clear that the burnouts are snapping the cable above. Before long, the monorail car tilts and crashes into the ground below.



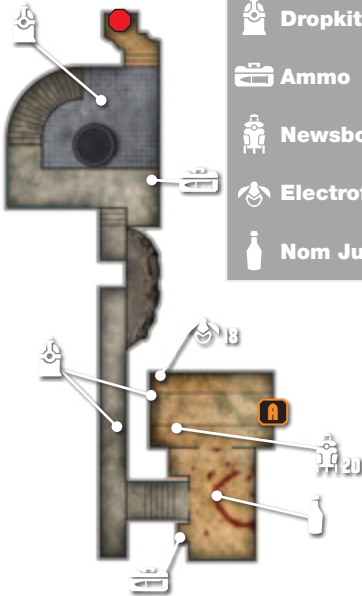
CHAPTER 2: HOW DO WE SOLVE THAT?

The Mall



Legend

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1 Gray, Trishka, and Ishi slowly get to their feet following the crash of the monorail car. They've crashed outside a large shopping mall, deep inside the city—Sarrano's capsule can't be too far away. As they recover, two burnouts chase and pummel a skull to death on the opposite side of the nearby fence. You've landed in the middle of burnout territory. These creatures look like they're covered in a thick armor of volcanic rock, making them invincible to most attacks. However, Trishka advises to aim at their "glowy bits." Take Trishka's advice to heart as a large group of burnouts rushes toward your position.

New Objective:

- Break through the Burnout-Infested Mall



2 The "glowy bits" Trishka referred to are orange tumor-like growths appearing in random spots on each burnout's skin. Shooting these volatile growths causes them to explode, killing the burnout. However, simply shooting these weak spots merely kills the enemy, yielding only 10 points per kill. So look for opportunities to boost your score with some more lucrative skillshots. Burnouts are susceptible to explosions, so put the nearby trash cans and red barrels to use, scoring multiple Enviro-Mental skillshots. Simply kick these explosive objects toward large groups of the charging burnouts to take them out. Or if you grabbed a Bouncer or flailgun from the dropkit at the monorail station, now's a good time to put them to use. The flailgun is particularly effective against these enemies. Trip a burnout with a flail, then trigger the explosion as more burnouts pass their fallen comrade, scoring multiple Gang Bang skillshots.



**Burnouts don't fly far when you slide into them. But they will still fall down, making it easier to target the orange growths. Leashing then kicking is the best way to send these guys flying through the air. Try to knock them into the nearby cactus plants for Pricked skillshots.**



3 After defeating the first wave of burnouts, be ready to engage three more attempting to burst out of the nearby security door leading into the mall. Once again, explosive weapons are your best bet here. Focus your fire on the breach in the door and explode the burnouts as they exit. If you don't have an explosive weapon or have run out of ammo, the PMC's charged shot is a good alternative. Wait until several burnouts are clustered close together and unleash a charge shot, scoring multiple X-Ray skillshots.

Burnout

Abilities: Burnouts usually attack in large groups and charge toward their prey. Lacking projectile weapons, burnouts attack at close range, pummeling their targets with their fists. Most projectile weapons are ineffective against these enemies unless the orange growths on their body are targeted; this is their only weakness. The volatile orange growths explode when ruptured by bullets, fire, or environmental explosions.



Tactics: Explosive-based attacks are the most effective means of stopping hordes of burnouts. Utilize red barrels and trash cans whenever possible by kicking them toward burnouts and exploding them. Burnouts are also susceptible to all the usual environmental hazards, like sharp pieces of rebar and electrical wires. Try to kick them into these hazards for quick kills. Leashing enemies into hazards is effective, but may leave you vulnerable to flanking attacks by other burnouts. Slide attacks are largely ineffective, but a kick will knock a burnout on his ass.

Weapon Recommendations: Explosive weapons like the flailgun and Bouncer are the best way to take out burnouts, often leading to multiple kills with each pull of the trigger. The Screamer is also effective, particularly when firing flares into large groups of burnouts. At close range, the Boneduster is very useful too, allowing you to score hits on a burnout's orange growths without aiming too closely. While the Head Hunter is a highly accurate weapon capable of easily hitting burnout's weak spots, you're likely to be surrounded and pummeled to death while peering through the scope.

Burnout Skillshots

Name	Difficulty	Description	Skillpoints
Assplosion	Medium	Kill a burnout by shooting its ass growth	50
Steady Hand	Hard	Only hit the weak spot of a burnout and kill it	100



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Electrofly Swarm 18



Enter the mall and make an immediate right to enter this narrow corridor. At the very end of the hall, kick open a metal door to locate this well-concealed swarm of electroflies. Shoo them all and return to the main corridor.

Newsbot 20



After accessing the dropkit, locate the newsbot patrolling nearby. Kick it against a wall to destroy it.



4 Once you've eliminated the second wave of burnouts, enter the mall. Ignore the switch on the left side for now and proceed to the end of the hall, where there's a dropkit on the floor. Weapon selection is extremely important here, as only a few weapons are effective against the burnouts occupying the mall. Choose the flailgun for sure and be sure to upgrade it so you can fire charged shots—this is the first time the charged shot upgrade is available for this weapon. Now select your favorite from the Bouncer or Screamer as your backup weapons. But if you choose the Screamer, be sure to buy as many charged shots as you can afford—the Screamer's flares are extremely effective against large groups of burnouts. Also, remember to load up on Thumpers.

5 Return to the switch, where Trishka and Ishi are waiting. As you throw the switch, the door malfunctions, repeatedly opening and closing. Wait until the door is open, then slide into the store. Ishi and Trishka must wait outside until you can open the door from the inside.

Boutique

6 Before you can open the door for your teammates, you're attacked by two burnouts that appear on the opposite side of the store. Quickly target their glowing orange growths to take them out. Since there are only two and they're far apart, there's no need to waste explosive ammo on them. Take aim with the PMC or Screamer and carefully take them out before they can charge and attack at close range. Once both burnouts are eliminated, turn back to the malfunctioning door and throw the switch so Ishi and Trishka can join you.

New Objective:

- Survive the Burnout Onslaught

7 8 Soon after Trishka and Ishi join you in the store, several burnouts attack, dropping from the ceiling and emerging through holes in the walls. Immediately equip the flailgun and go to work. As they charge, trip up the lead burnout with a flail,



Nom Juice



There's a bottle of Nom juice on the platform in the middle of the store. If you're intent on drinking it, wait until the next burnout attack begins. This is a great opportunity to boost your score with multiple Intoxicated skillshots. But if you're not a drinker, go ahead and shoot the bottle now. There's also a box of ammo in the nearby closet, not to mention several abandoned PMCs on the floor.



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then detonate the explosives as his buddies rush by, killing them all with the explosion. Kill multiple enemies with the flailgun at once to score Gang Bang skillshots. The Screamer's charged shots are also very effective given the tight confines of the store. Hitting a burnout with a flare causes it to fly back and explode, potentially detonating other burnouts in the process for a Fire Ball skillshot. When shooting burnouts with flares, try to hit them in the head, adding an Enlightenment skillshot to the mix.

**9 10** Following the attack in the store, a banshee helicopter can be heard outside. Suddenly, the security door leading out to the mall explodes. Follow Trishka and Ishi outside to engage another round of burnouts. Hold your position at the top of the stairs and hit the incoming burnouts with flailgun attacks. If you're low on ammo for the flailgun, switch to the PMC and target the growths on the charging burnouts. If necessary, kick the burnouts down the stairs and blast them before they can get back up. There's also a hotdog cart at the bottom of the steps. Wait until several burnouts are near the cart, then blast it for Sausage Fest skillshots. If you're overwhelmed, retreat into the store to put more space between you and the burnouts.

Promenade

**11** When there's a lull in the burnout attack, rush down the stairs outside the store and turn right. There's a dropkit on the side of this walkway, giving you the chance to stock up on more precious ammo. Keep the flailgun in your arsenal and complement it with the Bouncer, Screamer, or Boneduster. More burnouts await in the mall, so you better be prepared.

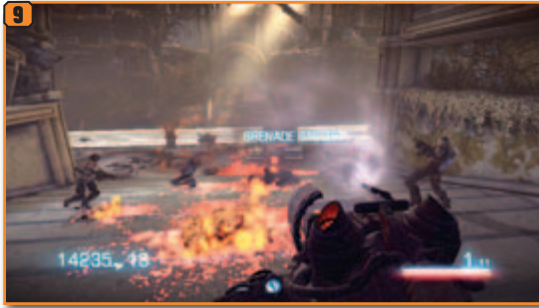
**12** Turn away from the dropkit and advance down the walkway. More burnouts appear ahead, so try to take them out at long range before they can attack you. Target the trash can at the far end of the walkway to take out several rushing burnouts. The flailgun is also effective. Even if you can't target a burnout directly, attach a flail to the floor and detonate it as several burnouts run past it to score a Minefield skillshot. The Screamer is also great for targeting the orange growths on the burnouts. All it takes is one direct hit to score One Hit Wonder and Steady Hand skillshots. But if the burnouts get too close for comfort, trigger a Thumper to send them smashing into the ceiling, scoring multiple Flyswatter skillshots. You can also kick burnouts off the left side of the walkway for Vertigo skillshots.

**13** The end of the walkway is blocked by rubble, so turn to the store entrance on the right. Before entering, wait for several burnouts to come storming out toward you. Wrap the first one with a flail, then wait for more to approach before detonating it. The entrance to the store is the perfect choke point, so use this spot to ambush burnouts with explosive attacks. Thumper attacks also work really well here, allowing you to smash the burnouts into the store's ceiling before they exit. Hold this position until the burnout attacks subside, then enter the store on the right.

**14 15** While passing through the store, complete a reaction sequence to focus on the banshee helicopter you heard earlier. Overcome with burnouts, the chopper crashes at the far end of the next walkway—but its rotor is still fully functional.

NOTE

When using explosive weapons in close quarters, don't worry about hurting Ishi or Trishka. No matter how much ordnance you throw in their direction, they won't be injured by your trigger-happy ways. But you can injure yourself with your own explosions, so keep your distance from the exploding burnouts.





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be enough to knock him into the rotor. So keep up the pressure by stunning him with a second flail and kicking him again. As soon as he makes contact with the helicopter rotor, it's all over. The rotor dices the muta-burnout into pieces, earning you the Minced Meat skillshot as well as the identically named achievement/trophy.

**18 19** Kicking the muta-burnout into the rotor causes the helicopter to explode, clearing the path ahead. Follow the walkway down an adjoining staircase. On the way down, complete a reaction sequence to spot several buildings crumbling in the distance. Gray blames the collapse on shoddy construction. But Trishka has another theory she isn't willing to share at the moment. Continue to the bottom of the stairs and access the nearby dropkit. You face more burnouts ahead, so keep the flailgun. Having an extra explosive-based weapon can never hurt, so consider supplementing your arsenal with the Bouncer or a Screamer with plenty of charged shots. After stocking up on weapons and ammo, enter the nearby elevator and ride it up to the next level.



Finish the next few burnouts with the flailgun. If you have some charged shots, this is also a good opportunity to slice a few burnouts in half with a super-heated flail, earning you the Chain Reaction skillshot. Or if you brought along the Boneduster, kick then shoot the burnouts into the spinning rotor to earn Juggler and Sucker skillshots. But once you've eliminated all the burnouts, you have bigger things to worry about as a giant burnout climbs onto the walkway and stomps toward you.

New Objective:

- Kill the Muta-Burnout

**16 17** Keep your distance from the muta-burnout to avoid its slow, yet powerful melee strikes. Immediately hit the hulking miniboss with a flail from the flailgun and detonate it. This stuns the muta-burnout, causing him to slump to the ground and enter a temporary stunned state. While he's doubled over, kick him toward the spinning rotor. This causes him to stumble backward, but it may not

Muta-Burnout

Abilities: Unlike the smaller, faster burnouts, muta-burnouts have no exposed weaknesses. Their skin is rock hard and impervious to most munitions. Although slow, muta-burnouts are as relentless as their smaller counterparts, charging toward their prey and attacking at close range with devastating melee strikes.



Tactics: Muta-burnouts cannot be killed with any of your weapons. However, weapons can stun them, making them vulnerable to kicks and slide attacks. So stun them and then knock them into an environmental hazard.

Weapon Recommendations: The Bouncer, flailgun, and Penetrator inflict the most damage on the muta-burnout, making it easy to stun them. The PMC can work in a pinch, but it requires multiple hits before they enter a stunned stage, eating up tons of ammo in the process. Avoid using the Boneduster completely, as you must be close to inflict significant damage, putting you at risk of getting hit by one of the muta-burnout's melee strikes.

Muta-Burnout Skillshots

Name	Difficulty	Description	Skillpoints
Minced Meat	Hard	Kill the first muta-burnout miniboss	1250
Grilled Meat	Hard	Kill the second muta-burnout miniboss	1250

Celebrity



By now you should be close to completing 75 percent of the single-player skillshots, making you eligible for this achievement/trophy. If you're still waiting for this honor, study your skillshot database and focus on unlocking new skillshots, particularly for the different weapons.



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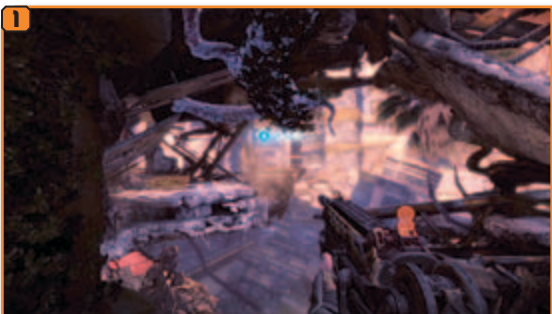
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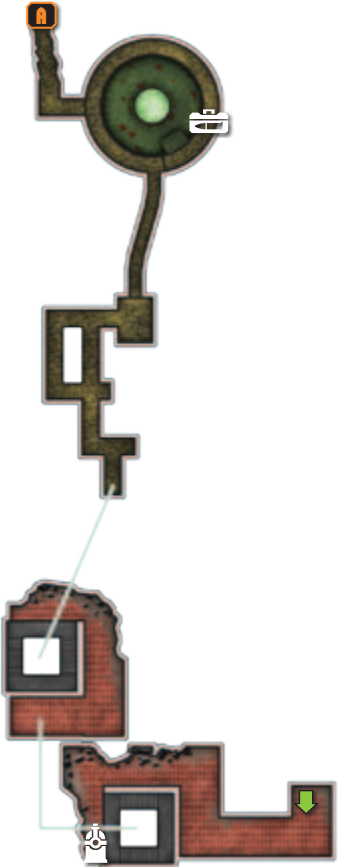
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Downtown



**1 2** Still attempting to reach Sarrano's capsule, Gray, Ishi, and Trishka exit the mall via an elevator. But the elevator becomes jammed. Kick open the doors and step out onto the nearby ledge. You're perched on the side of the building high above a city street. But the ledge ends only a few meters from the elevator, forcing you to shimmy across a branch growing overhead to reach the interior of the damaged building. While crossing the branch, establish a steady rhythm as you move hand over hand, maximizing your skill-points with each move. While advancing through the adjoining hall, Gray asks Trishka when her jumpship arrives. Since she lost her leash, she's lost all communication with the Confederation—they don't even know she's alive. Their only hope now is reaching Sarrano and making sure he stays alive. If Sarrano dies, there will be no jumpship coming to rescue anyone.



Legend

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**3** At the end of the hall, hop over a collapsed column then immediately complete a reaction sequence to spot Sarrano's capsule high atop a distant skyscraper. This must be the hotel he mentioned in the first transmission Gray intercepted. Using his sensors, Ishi determines that Sarrano is alive. But he's holding off a large party of skulls. You need to reach Sarrano before the skulls overtake his position. Access the nearby dropkit and choose a close-range weapon like the Screamer, Boneduster, or flailgun as one of your backups. This is the last dropkit you'll encounter for a while, so bring along the Head Hunter for future long-range engagements. Also, be sure you have plenty of charged shots for your selected weapons.

**4** Enter the nearby stairwell and complete a reaction sequence to spot several creeps scurrying on the steps below. Fight your way down the stairwell using your weapon of choice. The Screamer's flares work well in this cramped space, allowing you to ignite multiple creeps and follow up with Afterburner skillshots. Or stun the creeps with the PMC, then leash and kick them down the center of the stairwell for Vertigo skillshots.

**5** After clearing out the creeps in the stairwell, descend to the bottom and enter the next hall. Here you're confronted by more creeps. These creeps remain clustered together, taking cover behind a sofa and rubble. The flailgun is ideal for this engagement, allowing you to wipe out all enemies with one flail, earning you multiple Gang Bang skillshots. Charged shots from the Screamer are also very effective, allowing you to ignite all the enemies.

SPOILER ALERT!



**6** In the following cutscene, Trishka rushes ahead but falls through the floor as it collapses beneath her feet. After a brief argument with Ishi, Gray hops down through the hole in the floor to help Trishka. Ishi pushes ahead on his own. But Trishka heard the argument, realizing for the first time that their current predicament all stems from Gray's thirst for revenge. Gray then tells Trishka how Sarrano set up Dead Echo, making them murder innocents all to cover up his corruption. But when he tells her about Novak, Trishka goes ballistic—Novak was her father. Trishka was the scared girl Dead Echo encountered in Novak's office. The reason she joined the Confederation was to hunt down the men who assassinated her father. Gray isn't exactly clear with the facts as this point, failing to mention his Dead Echo team was responsible. Instead, he merely states that Sarrano ordered the hit. Trishka still doesn't trust Gray, but now she's more motivated than ever to reach Sarrano and get some answers.

**7** Follow Trishka through the next hall and down another stairwell. But the stairwell is damaged, preventing you from reaching the next flight of steps. So climb up onto a metal girder above and shimmy across. But as you begin to shimmy, the girder gives way, causing Gray to tumble to the bottom of the stairwell. As Gray recovers from his nasty fall, Trishka works her way down the stairwell and suggests she lead the way through the dark tunnel ahead.

Tunnels

New Objective:

- Find a Way back to the Surface

**8 9** Both Gray and Trishka activate lights, allowing them to illuminate the dark service tunnel. When Trishka comes to a dead end, turn to the left. Here you can crouch beneath a large pipe to continue deeper into the tunnel system. You must remain in a crouched stance while advancing through the next tunnel. When you can stand up again, proceed down the next span of the tunnel, but look for a box of ammo in an alcove to the right before entering the next chamber. Just ahead you're confronted by a burnout. Target its orange glowing growths with the PMC to take it out. Advance past the smelly remains of the burnout.



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**10** But the smell isn't coming from the exploded burnout. It's coming from the remains of humans in the tunnel ahead. Complete a reaction sequence to get a good glance at the gory mess. Judging by the skulls and blood in this tunnel, Trishka deduces that you've entered the burnout feeding grounds. Continue deeper into the tunnel, climbing over pipes and debris. Also, be on the lookout for another burnout that appears behind a grate on the left. Leash the burnout into the grate to impale him on the rebar, scoring you a Voodoo Doll skillshot.



**11** At the end of the tunnel, kick open a metal door to enter a large chamber with a massive pool of green toxic waste bubbling in the center. Enter the chamber and turn to the right. Grab the box of ammo behind a metal grate. As you reach the opposite side of the chamber, perform a reaction sequence to spot a muta-burnout crashing through the doorway you just entered. But this muta-burnout isn't quite nimble enough to handle the steps on the other side of the door, stumbling and tumbling all the way down into the pool of toxic waste. Unfortunately, you earn no skillpoints for this guy's clumsy death.

**12** Once the muta-burnout is no longer a threat, turn around and leash the sparking machinery above. This triggers an explosion, causing the nearby pipes to collapse and form a ramp to an upper-level platform. Follow Trishka up the pipes, then descend a nearby grate to enter another tunnel. At the end of the tunnel, crouch through the narrow hole and follow the cramped passage back to the surface. You emerge in a cafe off one of the downtown streets.

Cafe

**13** In the next room, you're attacked by three berserkers. Either unleash a Thumper attack to smash them into the ceiling for Flyswatter skillshots, or simply take them out with Bullet Kick or Bullet Slide skillshots. If you drank the Nom juice in the previous room, the Intoxicated skillshot is also earned with every kill. It's also possible to kill at least one berserker by kicking the nearby newsbot in his direction, scoring the Killer News skillshot.

Plaza

**14 15** As soon as you step out of the cafe, you're attacked by a flaregunner. Try to pick him off as quickly as possible before he retreats, even if it means wasting a charged shot on him. More skulls and another flaregunner wait to ambush you around the next corner. Quickly target the puffballs around the nearby skulls first. Then, while they're distracted fighting each other, leash them toward you and kick them



Nom Juice



After exiting the tunnel, gather the three boxes of ammo scattered across the floor of this cafe. There's also a bottle

of Nom juice on the nearby table. Consider drinking it before confronting the berserkers in the next room.

Newsbot 21



After eliminating the berserkers, be sure to kick the nearby newsbot into a wall. There's also a box of ammo behind the counter in

this cafe. When you're finished scouting the cafe for goodies, kick the glass door and step outside.



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into the nearby kiosk or one of the cactus plants. If they're still infected with the puffball gas, this earns you the Antidote skillshot for each kill. There are also several Nom parasites you can put to use to for even more skillshot opportunities. For example, now's the perfect time to kick a Nom onto a skull's head then kick him into the electrical kiosk to unlock the elusive Halloween skillshot.

**16** Next, target the pesky flaregunner at the far end of the plaza. A charged shot from the PMC can do the trick. But if you brought along the Head Hunter, it's even more effective. Consider firing a charged shot at the flaregunner, then explode it just before it reaches the target for a Premature skillshot. Given the number of enemies and environmental hazards nearby, it's also easy to score Letter Bomb and Early Retirement skillshots.

**17** Eliminating the flaregunner makes it much easier (and safer) to mop up the remaining skulls. There are plenty of environmental hazards at the end of the plaza, including several cactus plants, a trash can, an electrical kiosk, and Nom parasites. Go for another Halloween skillshot. Or this time, attach a Nom to a skull's head then kick him into a cactus for a Scarecrow skillshot. There are plenty of skillshot opportunities here, so get creative.

**18 19** As you near the far end of the plaza, perform a reaction sequence to spot a cannoneer approaching, joined by two more skulls. Immediately backpedal down the plaza the same way you came and open fire on the

cannoneer's backpack. If you brought along the Head Hunter, this is easy. Simply fire a round high over the cannoneer, then angle the bullet down into his backpack to destroy it, peeling away the cannoneer's armor in the process. Depending on their proximity, the explosion may also take out the two skulls. With the cannoneer's armor removed, hit him with a charged shot from the PMC to stun him. At this point, finish him off in any manner you see fit. The Fire in the Hole and Touchdown skillshots are by far the quickest ways to bring this guy down. But even once the cannoneer is eliminated, stay on guard and mop up any remaining skulls.

**20** Before advancing along the next path toward the large building, access this dropkit—it's been a long time since you've encountered one of these. Stock up on ammo, charged shots, and Thumpers. You can also finally purchase the charged shot upgrade for the Boneduster. These charged shots aren't cheap, but they're very effective, instantly incinerating anyone within range, whether they're behind cover or not. Choose any weapons you see fit for now. There's another dropkit in the next building, so weapon selection isn't critical yet. There's also an ammo box on the ground, just beyond the electrical kiosk.

**21** After stocking up at the dropkit, follow the next path toward the nearby building's doorways. But as you draw near, two shotgunners burst through the doors. Keep your distance and leash them toward you one at a time, eventually kicking them into the nearby cactus for Puncture skillshots. Follow Trishka inside the large building, where you encounter yet another dropkit. For the fight ahead definitely bring along at least one explosive weapon like the flailgun, Bouncer, or Screamer—these weapons are best suited for eliminating the burnouts you face in the next street.





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Near the dropkit is another newsbot. Kick it into the wall to earn some more skill-points.

Downtown Street

**22 23** Open the nearby doorway by throwing the marked switch on the wall. As you step out into the street, complete a reaction sequence to



see a large explosion rocking a nearby skyscraper, causing part of it to collapse. It's unclear what's causing this, but Trishka warns you have more pressing matters

to face as several burnouts crawl over the rubble to your right. Backpedal while equipping one of your explosive weapons then quickly engage the swarm of burnouts. The flailgun is the best weapon at engage these large, compact groups of burnouts, making it easy to score multiple Gang Bang skillshots. You can also detonate the parked car, scoring multiple Enviro-Mental skillshots. The Screamer's charged shots are also very effective against these tightly grouped enemies. Hit one to detonate several, scoring Fireball skillshots. The trash can near the building you just exited can also come in handy for detonating large groups of burnouts for multiple Enviro-Mental skillshots.

**24** Following the burnout attack, leash the nearby bus so it topples over, creating a bridge for you to cross over the large crater in the street. Cross over the bus, then complete another reaction sequence to witness more destruction at the end of the street. As a single burnout charges toward you, Trishka asks if you happened to piss something off that lived in a cavern; it appears the Hekaton has tracked you down and is unleashing its fury on the city. Blast the incoming burnout, then follow Trishka down the street.





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**25** A few more burnouts attack as you near the flaming cars ahead. Either take them out with the flailgun, or save your ammo and kick them into the exposed rebar on the right side of the street. Or do a combination of both. Wrap them with a flail, then kick them into the rebar. This earns you Voodoo Doll and Sadist skillshots.

**26 27** Weave past the burning cars and approach the large barricade at the end of the street to confront another large swarm of burnouts. This time the flailgun is essential in holding back this wave. As they charge, wrap a flail around the lead burnout, then detonate it as the others approach, scoring multiple Gang Bang skillshots—and a Grenade Gag skillshot if you manage to wrap the flail around the lead burnout's head. Be ready to complete another reaction sequence to get a brief glimpse of the Hekaton in the distance. Its distant attacks shake the ground, causing part of the barrier ahead to collapse, allowing you to climb over it. But watch out for one burnout coming over the top of the barrier before advancing down the street.

**28** Climb over the barricade and prepare for another burnout assault. Once again, clear a path through the burnouts using the flailgun. There are also impaling opportunities to take by kicking or leashing burnouts into the rebar on both sides of the street. Just ahead, kick the red car sticking out of a collapsed portion of the street. This allows you to cross over the car and proceed down the street.

**29 30** Just ahead, the Hekaton makes its first grand appearance. Be sure to complete the reaction sequence to earn more skillpoints. After the Hekaton emits a deafening roar, a cutscene is triggered showing Gray and Trishka rushing the street. They blast their way past more burnouts while evading the Hekaton's devastating attacks. Just as they're about to be smashed by one of the Hekaton's fists, Gray dive-tackles Trishka, causing them both to fly into a nearby elevator.

**31** Ride the elevator to the rooftop and complete another reaction sequence to spot Ishi fending off a large number of skulls. Sarrano must be nearby. Target the red barrel near the banshee helicopter to eliminate most of the skulls, earning you several Enviro-Mental skillshots in the process. Mop up the survivors in any fashion you wish. Once the rooftop is clear, Ishi suggests using the banshee to provide air support while he fights his way toward Sarrano's capsule on foot. Trishka volunteers to pilot the banshee while Gray operates the chaingun.

## Helicopter Ride

### New Objective:

- Protect Ishi

**32** Once onboard the banshee, you operate the chaingun mounted in the nose of the chopper. While this chaingun can't run out of battery power, it can still overheat. So avoid prolonged bursts, and lay off the trigger once the barrels begin glowing red. Start by targeting the red barrels and generators on the rooftop to eliminate multiple skulls and the chaingunner. The flaregunners are particularly dangerous to your new ride, so be sure to target them—follow the trail of smoke and sparks from their flares back to their guns. Vulture gyrocopters also pose a significant threat, so shoot them down before they can zero



in on you with their guns. After you've cleared this area, complete a reaction sequence to turn toward the Hekaton as it swipes at your helicopter with its massive hand. If the Hekaton keeps this up, the building may come toppling down, taking Sarrano with it. You need to find a way to distract the Hekaton.



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Red Barrels

During this sequence, shoot all the red barrels on the rooftop to earn this achievement/trophy. The bright red colors of the barrels make them stand out from other targets on the rooftop, so locate and blast them all to succeed. Exploding these barrels is also an excellent way to take out multiple enemies, scoring you tons of Enviro-Mental skillshots.

New Objective:

- Prevent Hekaton from Destroying the Building



33 Trishka takes evasive action to avoid the Hekaton's attacks. Target more enemies on the roof and vultures in the sky. But when the banshee is hit by the Hekaton, Trishka fights hard to keep the helicopter airborne, eventually pulling out of a spin, hovering behind the Hekaton. At this point, target the red spot on the creature's neck—this is where those collapsing rocks hit during your last encounter. Hitting this sore spot with the chaingun gets the Hekaton's attention, making it turn away from the building. It also unlocks the Dino-Sore skillshot.

34 35 While the Hekaton is stunned, Trishka pilots the banshee beneath its legs. At this point, she needs you to shoot out the large window of a skyscraper so she can fly through the building. Blast the glass windows then complete another reaction sequence. Ishi is under attack by a cannoneer and several other enemies. Provide suppressing fire during your quick sweep of the area, but you probably won't be able to kill the cannoneer on this pass. Instead, focus your fire on the Hekaton, shooting the sore spot on its neck once again.

36 After your second successful pass on the Hekaton, you come under attack by several vultures. Shoot down these gyrocopters but also pay attention to the large spherical marquee in your flight path. Shoot this ball off the side of the building to prevent a collision. Afterward, prepare to hit the Hekaton again as Trishka makes another pass.

37 When Trishka sweeps back over the rooftop, Ishi asks for some help—he's completely suppressed. Now's the time to take out that cannoneer and any other enemies near Ishi's position. Mow down the miniboss, then target the red barrels on the next tier above him to take out a flaregunner and some other skulls. As you circle around to Sarrano's capsule, gun down another miniboss and other enemies gathered near this position. Completing this final sweep triggers a cutscene.

38 Ishi makes it to the capsule just as Sarrano runs out of ammo. But the Hekaton still poses a threat. Sarrano insists on setting the capsule self-destruct sequence before they make their escape. Ishi and Sarrano narrowly escape the Hekaton's attack, diving out of the way as the beast swallows the capsule. The capsule then explodes in the Hekaton's mouth, causing the beast to topple face down onto the rooftop.

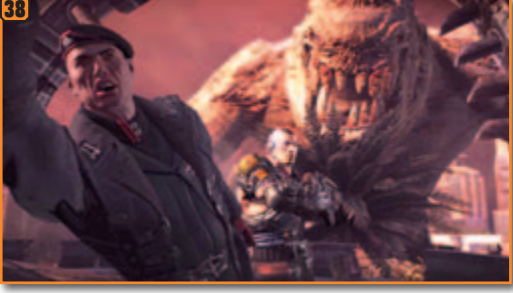
SPOILER ALERT!



39 Trishka lands the banshee nearby and heads straight for Sarrano—she wants to know if he really ordered the hit on her father. Sarrano feigns ignorance, claiming to know nothing of her father's death, suggesting Gray has brainwashed her with lies. Ishi takes Sarrano's side, knowing he's their only ticket off this planet. But Sarrano interrupts the stand off with some more

pressing news. He says the corporation that built this city resort has commissioned him to set off a DNA bomb that will kill all life, leaving the city untouched. The bomb is set to go off in exactly two hours. But Sarrano's rescue squad won't arrive for another three hours. Therein lies the dilemma—they must disarm the DNA bomb before it goes off.

Trishka corroborates Sarrano's story about the DNA bomb. But as she lets her guard down, Sarrano pushes her off the side of the building. As much as he wants to put a bullet through Sarrano's head, Gray holds back, realizing he's their only chance of getting off this doomed rock. But for now they need to follow Sarrano to the Ulysses crash site and deactivate the DNA bomb.





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ACT 6: TO THE ULYSSES

ACT OVERVIEW

Achievements and Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Grilled Meat	Prepare a big meal using an improvised electric stove	15	Bronze
	Armed and Dangerous	Grow as a person, experience betrayal. Again.	15	Bronze

Unlockable Skillshots			
Name	Difficulty	Description	Skillpoints
Outburst*	Medium	Push an enemy into the storm	50
Stomach Pump	Medium	Kill a miniboss by firing a charged drill into his stomach then kicking it	50
Forced*	Hard	Kill an enemy by flinging him into an electromagnetic pulse barrier	100
Grilled Meat*	Hard	Kill the second muta-burnout miniboss	1250

\* = Secret skillshot

New Enemy Encountered



Driller

Weapon Unlocks



Penetrator

A heavy-duty power tool modified into a deadly projectile weapon.

Collectibles



3



1



11



SEE MAP ON THE FOLLOWING PAGE

Storm



1 With the DNA bomb set to detonate within two hours, Gray has no choice but to follow Sarrano back to the *Ulysses*. But a violent gamma radiation storm has set in over the city, making it impossible to move through the streets. Instead, Sarrano suggests descending into the city's underground. There are worker entrance tunnels leading to the underground all over the city. The closest one is in the adjacent building. But first, reach the bottom of this building—and the elevators aren't working.



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Legend

- Level Start
- Level End
- Dropkit
- Ammo
- Newsbot
- Electrofly Swarm
- Nom Juice

**Newsbot 23**



Follow Sarrano and Ishi down the flights of stairs ahead. In this hall, look for a newsbot and kick it against the wall to destroy it.

**New Objectives:**

- Get to the Underground
- Reach the *Ulysses* Crash Site
- Disarm the Bomb Onboard the *Ulysses*

**2** Just ahead, a hole in the side of the building reveals the situation outside as long blue streaks of electricity arc through the sky, causing a skull banshee to crash in the distance. According to Sarrano, it's nothing to be too scared of

as long as you keep something solid between yourself and the storm. In the next hall, electrical currents leak through holes in the ceiling. Keep your distance from the arcs of electricity and access the nearby dropkit. The action ahead takes place at close to medium range, so choose your weapons accordingly. The Boneduster is an ideal choice for close-range engagements, perfect for pushing enemies into the gamma radiation currents. Also, be sure to load up on Thumpers and charged shots for the PMC.

**3** Follow Sarrano around to the next hall, where you're confronted by several skulls. Leash then kick these guys out the window on the left, into the gamma radiation. This unlocks the Outburst skillshot. This skillshot is unique to this level, so be sure to

unlock it before advancing to the underground. As more skulls and a flaregunner appear at the end of the hall, smash them into the ceiling with a Thumper attack, scoring several Flyswatter skillshots in the process.

**4** Once the hall is clear, Sarrano kicks down the door ahead and enters a lounge—follow him inside. Shortly after entering, a chaingunner marches into the lounge through a doorway on the right, followed by a couple of skulls. Immediately load a charged shot into your PMC then hit the chaingunner square in the chest to stun him. Once he's stunned, finish him off in any manner you see fit. If the other skulls are nearby, use a Thumper attack. This can kill all the enemies at once, scoring you Bossed, Touchdown, and Flyswatter skillshots. You can now use the chaingunner's weapon to clear the next office area, but your leash is much more lucrative, allowing you to score more Outburst skillshots.





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Office



**5** **6** Exit the lounge and approach the next area filled with office cubicles. After climbing over the first pile of rubble, turn toward the electrical storm on your left and look for skulls scurrying about in the distance. Leash the skulls toward you, dragging them through the electrical storm for Outburst skillshots. But you can't clear the whole floor with this tactic, so push deeper into the office. Here you face more skulls and flaregunners hiding behind the cubicles. Identify large groups of enemies and hit them with a charged shot from the Boneduster. It doesn't matter if your targets are behind cover or not—this attack incinerates them wherever they're hiding, scoring you multiple Burn skillshots. There are also several trash cans scattered around the office that you can target for Enviro-Mental and Afterburner skillshots.

**7** Once you've cleared out the skulls and flaregunners, you're attacked by a new miniboss—the driller. This guy is surrounded by an electrical force field and equipped with a Penetrator. Locate a trash can and kick it toward him. An exploding trash can sets this miniboss on fire, temporarily stunning him as he pats away the flames. Take this opportunity to move in close and target the blue electrical generator strapped to his chest with a charged shot from the PMC or Boneduster. You must destroy this generator before you can inflict anymore damage.



The driller is extremely accurate and can easily hit you with his Penetrator rounds if you stand still. So it's best to keep moving, preferably by moving laterally in relation to the driller. If you're hit by a Penetrator round, it slowly burrows into Gray's skin until he can pull it out. But keep moving and seek cover while Gray removes the drill bit from his chest, otherwise you're likely to get hit by another one.

Driller

Abilities: The electrical generator strapped to the driller's chest powers an electrical field surrounding his body, making him impervious to most attacks, including the leash. Meanwhile, the hulking miniboss attacks with a devastating Penetrator, capable of accurately scoring direct hits at close to medium ranges.

Tactics: Target the driller's electrical generator first, hitting it with explosive attacks or charged shots. Do not attempt slide, kick, or leash attacks until the generator is destroyed. Otherwise you'll take damage by making contact with the electrical field. Once the generator is destroyed, hit him with a charged shot to stun him, then finish him off in spectacular fashion, setting up a skillshot of your choice.

Weapon Recommendations: Explosive weapons like the Bouncer or flailgun are the most effective against the driller, particularly when targeting the generator on his chest. The Boneduster can also inflict heavy damage if deployed at close range. Unless firing charged shots, the PMC and Screamer inflict very little damage against this miniboss. The Head Hunter can be effective at long range when targeting the generator, but peering through the scope makes you vulnerable to attacks from the driller's penetrator.



Driller Skillshots			
Name	Difficulty	Description	Skillpoints
Stomach Pump	Medium	Kill a miniboss by firing a charged shot from the Penetrator into his stomach then kicking it	50
Bossed	Hard	Kill a miniboss	250
Fire in the Hole	Hard	While a miniboss is stunned, kick him from behind, then shoot him in the ass	100
Kick Off	Hard	Remove a miniboss's helmet, then when he's stunned again, kick his head off	250
Touchdown	Hard	Thump a stunned miniboss to his death	100
Whiplash	Hard	Remove a miniboss's helmet, then when he's stunned again, leash his head off	250



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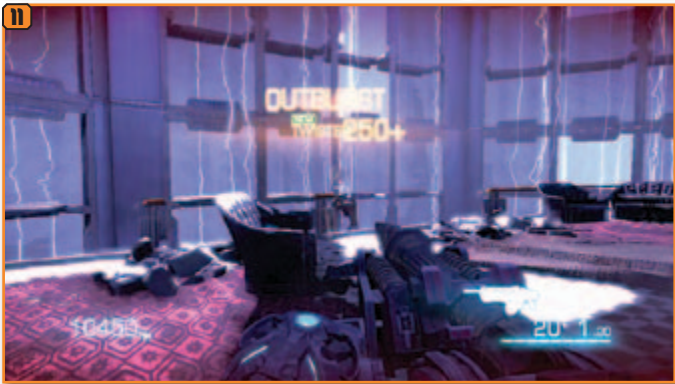
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8 With the generator destroyed, the driller is susceptible to standard attacks. However, he still poses a serious threat, so either keep moving or duck behind cover while engaging him. Fortunately, the cubicles provide excellent cover as long as you stay crouched. Once stunned, the driller goes down like all the other minibosses. But to finish him off quickly, either hit him with a Thumper attack for a Touchdown skillshot or shoot him in the ass for a Fire in the Hole skillshot. Once he's down, you can grab his Penetrator, assuming you drop another weapon in your arsenal. Before catching up with Ishi and Sarrano, scour the office for ammo. There's lots of PMCs and Screammers dropped by the skulls and flaregunners. There's also a box of ammo in one of the cubicles.

9 In the next room, there's a massive hole in the ceiling causing electrical current to pour through. There are also several skulls and shotgunners charging into the room from the adjoining hall. Put the electrical current between you and the enemies and simply pull them toward you. As you drag them through the current, they're electrocuted, earning you more Outburst skillshots. But you can't leash the nearby flaregunners too easily, so consider sliding toward them and taking them out at close range, preferably with the Boneduster; blast them while in mid-slide for Torpedo skillshots. Thumper attacks are also very effective in this room, particularly once it gets crowded.

10 There's another dropkit in the next hall. Access it with the leash to purchase access to the Penetrator. You might as well give this weapon a shot now—it's great for launching targets into electrical currents. However, you cannot upgrade the weapon's charged shot capability yet. Choose the Boneduster as your second backup weapon and be sure to max out on charged shots and Thumpers.

11 Beyond the dropkit, slide down the nearby pole to the next level. The room just ahead is occupied by several skulls and a pair of flaregunners. Equip the Penetrator and start targeting these enemies. Wait until an enemy is standing in front of an electrical current, then blast them with the Penetrator. This causes the drill to knock them back into the electrical current, scoring you both Twisted and Outburst skillshots. Or try different skillshots with your new weapon. Unlock Breakdance by drilling an enemy into the floor. Or try to impale two enemies with one shot, unlocking the Shish Kebab skillshot. The Penetrator is a powerful weapon, killing both skulls and flaregunners with one hit. So instead of settling for the standard 10 skillpoints, always look for skillshot opportunities to boost your score.

Penetrator

Description: Originally designed for treacherous mining jobs, this is a heavy-duty power tool modified into a deadly projectile weapon. It ejects a high-velocity, self-motorized drill bit that can impale enemies then allow the user to retarget them to any surface.



Magazine Capacity: 6  
Access Cost: 1,400 skillpoints  
Charged Shot Upgrade: Shoots a hyper-velocity reinforced drill that allows the user to redirect the target to any destination. When the weapon is in charged mode, a lethal melee attack can be executed by ramming into enemies.

Skillshots

Name	Difficulty	Description	Skillpoints
Breakdance	Easy	Drill an enemy into the ground	25
Fan-Tastic	Medium	Drill an enemy into the ceiling	50
Mile High Club	Medium	Send an enemy into the sky	50
Root Canal	Medium	Insert a drill into an enemy's head	50
Twisted	Medium	Fire a drill into an enemy but have him die through other means	50
Air Strike	Hard	Impale a thumped enemy into a standing enemy	100
Drilldo	Hard	Ram two or more enemies during a slide with a charged shot	100
Shish Kebab	Hard	Impale two or more enemies with a single drill	100
Stinger	Hard	Suspend a drilled enemy mid-air with a charged shot, then kick him into another enemy	100
Wingmen	Hard	Impale two or more airborne enemies with a single drill	100

Nom Juice

Immediately after sliding down the pole, look for this bottle of Nom juice on a nearby table in the corner before confronting the next set of enemies. Drinking this bottle can yield you several Intoxicated skillshots in the fight ahead.





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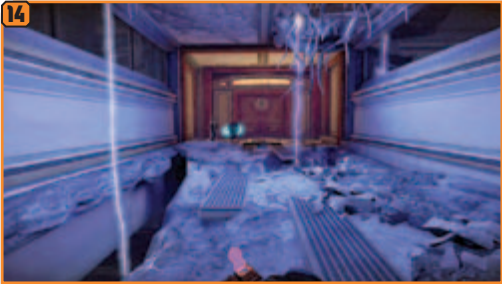
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Newsbot 24



Follow Sarrano and Ishi down the nearby staircase and look for the newsbot patrolling nearby. Destroy it by kicking it against one of the chairs or tables in this lounge.

Nom Juice



Near the newsbot, search this round table to locate another bottle of Nom juice. Unfortunately, there are no enemies nearby, so you can't really benefit from its intoxicating effects.

**12** As you cross to the other side of the room, a cannoneer emerges through the nearby doorway, joined by a pair of skulls and a flaregunner. Immediately backpedal to avoid getting hit by the cannoneer's Bouncer. Move to the far side of the room and open fire on the cannoneer's backpack with your PMC—if you aim carefully, you can hit the backpack by firing over the cannoneer's shoulder. Once the backpack is destroyed, hit him with a charged shot to stun him, then consider thumping him to death, scoring a Touchdown skillshot. The Thumper attack may also launch the nearby skulls and flaregunner into the air, potentially smashing them into the low ceiling by the doorway. But if they fly high into the air, be ready to gun them down to earn Trap Shooting skillshots.

**13** Pass through the same doorway from which the cannoneer emerged; the other doorway is blocked by electrical current. In this next room, you're rushed by several flailbombers while a flaregunner attacks from a distance. Try to nail the flailbombers while they're next to the flaregunner, triggering a large explosion for multiple Bombshell skillshots. But if you miss, turn to the hall on the right and target the trash can just as the flailbombers approach it. Once all the hostiles are eliminated, follow Sarrano through the next hallway. He says that the planet's radiation filters were destroyed during a worker revolt. When they were functioning, the filters blocked these devastating electrical storms.

**14** Watch your step in the next hall as gamma radiation leaks through the ceiling, creating a miniature obstacle course. Let Sarrano lead the way and follow his path. If you make contact with one of the arcs of electricity, quickly back away before you take any more damage. Once you've regrouped with Sarrano, access the dropkit at the far end of the hall. Prepare for more close- and mid-range fights ahead by choosing the appropriate weapons. The Penetrator still comes in handy, as do the Boneduster, flailgun, Bouncer, or Screamer. Also, don't forget to stock up on Thumpers and charged shots for the PMC. When you're finished shopping, kick open the doors leading into the lobby.

Lobby

**15** In the next room, you're rushed by two berserkers. Quickly target one of them with the leash and unleash a Thumper attack. This causes the berserkers to fly up into the air, along with the nearby trash cans. Target one of the airborne trash cans to make it explode, killing the thumped berserkers in mid-air, scoring you Fertilizer skillshots. But don't pat yourself on the back just yet—the fight here is just beginning.

**16** Several skulls and shotgunners occupy the lower level of the lobby, firing up at you and your team. Kick any remaining trash cans down to the lower level and shoot them as they roll near the enemies. There are plenty of trash cans on the lower level, too. If necessary, leash them toward you then kick them toward your enemies for more direct targeting. Exploding the trash cans is a great way to score multiple Enviro-Mental skillshots. You can also pick up some Afterburner skillshots when picking off enemies set ablaze by the explosion. The flailgun and Bouncer are also effective for quickly eliminating large clusters of enemies below. Thumper skillshots are also effective in this fight, but the ceiling is too low to score Flyswatter skillshots. So be ready to pick off airborne targets.





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**17** Don't let the enemies below distract you from the skulls and shotgunner flanking you from the double doors on the left. As soon as they appear, hit them with a Thumper to send them flying into the air, then pick them off before they land for Trap Shooting skillshots. Clear out the upper level, then go back to focusing on the enemies below.

**18** Staying on the upper level, move to this balcony on the right overlooking the lobby. Here you can kick two more trash cans down on the enemies below. This is also a good spot from which to leash skulls and shotgunners. Leash them toward you, then kick them into the electrified wires dangling from the ceiling for Shocker skillshots. Or unleash a Thumper attack, then blast all the airborne enemies with a charged shot from your Boneduster to score multiple Acid Rain skillshots. However, there isn't much cover here, so if you start taking heavy fire, retreat to where Sarrano and Ishi are holed up. Keep up the fight until the lobby is clear. Ishi reports that he's found a nearby entrance to the underground. Before leaving the upper level, scout the floor for a boxes of ammo. There's one in the closet where the shotgunner and skulls attempted to ambush you. A second box of ammo is located near the same closet, by a table. Remember, every bullet you can scavenge is one less bullet you have to buy.

**19** Grab more ammo while regrouping with Sarrano and Ishi on the lower level. There are PMCs and Bonedusters scattered about, as well as several ammo boxes in the perimeter closets. After stocking up on ammo, kick all remaining trash cans around the elevator—this will make the next fight much easier. When you're ready, activate the switch where Ishi and Sarrano are waiting to call an elevator. When the elevator arrives, it's packed with a cannoneer and driller.

**20** As the minibosses exit the elevator, backpedal deeper into the lobby and move laterally to avoid incoming drills and cannonballs. Wait for both minibosses to move next to your collection of trash cans, then blow them up. The large explosion is enough to destroy the cannoneer's backpack, while the fire stuns the driller. Focus on killing the cannoneer first. Once his backpack is destroyed, stun him with a charged shot from the PMC, then hit him with a Thumper attack, scoring Bossed and Touchdown skillshots. The Thumper attack does nothing to the stunned driller, so be ready to evade his attacks.

**21** The driller is easier to defeat now that you don't have to avoid the cannoneer's cannonballs exploding all around you. If his generator is still active, target it with a charged shot from the PMC—a direct hit is enough to destroy it, causing the driller to enter a stunned state. The flailgun is also a great way to destroy the generator. Finish the driller off any way you like, but it's easiest to simply circle around behind him and shoot him in the ass for a Fire in the Hole skillshot.

**22 23** Now that the lobby is finally clear, join Sarrano and Ishi in the elevator—throw the switch inside to ride it down to the next level. On the way down, Sarrano reveals that the “workers” in the underground were actually convicts. They agreed to work in the tunnels beneath the city in exchange for a shorter sentence. So basically, you're marching into a prison. When the elevator stops, follow Ishi to a large hole in the floor. Suspended above the hole is a cage-like lift. Leash the lift toward you, then kick open its doors. Step inside the lift and throw the switch to begin your descent into the underground.





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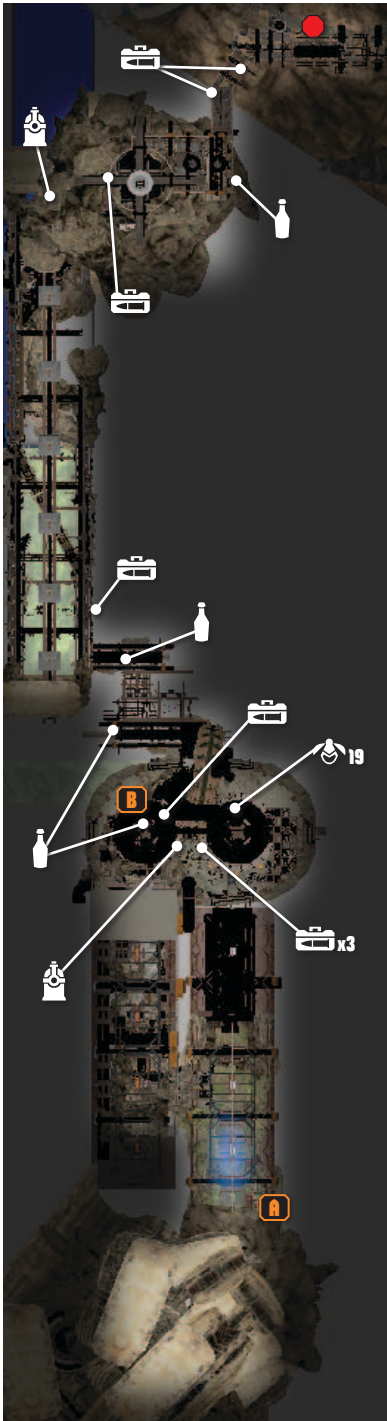
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CHAPTER 2: BAD TROUBLE A KNOCKIN'

Undercity



Legend

Level Start	Newsbot
Level End	Electrofly Swarm
Dropkit	Nom Juice
Ammo	



**1** While riding the lift into the underground, Gray realizes Sarrano was telling the truth about one thing. The underground really was a prison facility. The massive cavern is lined with cell blocks capable of housing thousands of inmates. The prison is also filled with toxic waste, a byproduct of the gamma radiation filter. According to Sarrano, the corporation that created Elysium stored the toxic waste down here while they looked for a more suitable place to bury it. Facing sickness, mutations, and death from the toxic waste, the inmates rose up and destroyed the gamma filters. But then there was nothing to protect the city from the gamma radiation storms. When Ishi asks what's left down here, Sarrano admits he has no clue.

**2** When the lift stops its descent, kick open the door and step out. Turn to the left and access the dropkit. Weapon selection is very important at this stage. The prison is full of burnouts and other hostile units. Explosive weapons like the flailgun, Bouncer, and Screamer (with charged shots) are very effective in the engagements ahead. As usual, load up on charged shots for the PMC and Thumpers for the leash.



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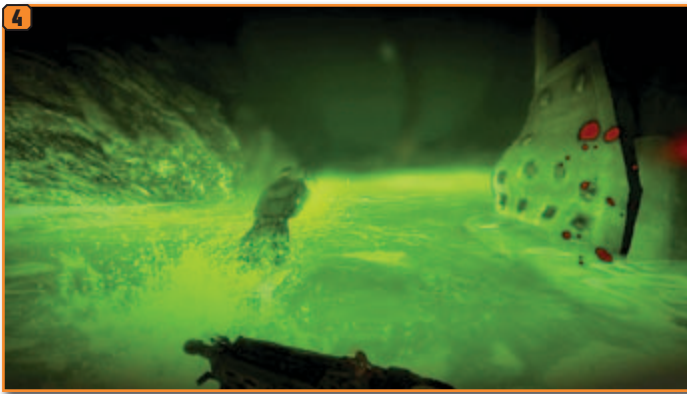
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**3 4** When you're finished at the dropkit, open the large door to your right by activating the switch on the wall. Just outside the doorway, step out onto a rickety catwalk, suspended above a massive river of toxic waste. The catwalk shifts under your weight, threatening to collapse. Turn to the gate on the right and kick it. But kicking the gate causes the catwalk to tumble down into the shallow river of toxic waste. Immediately follow Ishi and Sarrano through the green goop, sprinting to keep up. The longer you're exposed to the toxic waste, the more damage it inflicts. So get out as quickly as possible.

**5** As soon as you emerge from the toxic waste, you're attacked by a swarm of burnouts. Fortunately, there are several red barrels nearby you can use to explode these enemies. Consider unleashing a Thumper attack to launch multiple burnouts and barrels into the air. Shoot an airborne barrel to detonate the burnouts flying up into the air to score multiple Fertilizer skillshots. But even a Thumper attack won't take out all the burnouts during this attack. So counter with one of your explosive weapons like the flailgun or Screamer. Just be mindful of your position in relation to the red barrels—you don't want to trigger a chain reaction of explosions that may kill you. If using the Screamer, remember to go for ass-shots to score the Assplosion skillshot. It's also relatively easy to score One Hit Wonder, Steady Hand, and Surgeon skillshots with this weapon.

Prison

**6** After all the burnouts have been eliminated, wait for Sarrano to punch in an access code at the terminal by the gate, then follow him into the next cavern. Soon after passing through the gate, complete a reaction sequence to spot some sort of insect-like creature crawling on the nearby bridge—this is a scavenger. Who knows what kind of creatures have thrived in this toxic environment? The sooner you can get out of here, the better.

**7** Follow Ishi and Sarrano into a small maze of shipping containers. Enter the first container and kick open the gate at the end. This causes a slight cave-in, causing Ishi and Sarrano to take another path. Exit the first container and grab the two boxes of ammo just ahead. Next, turn left and follow the path to rendezvous with your team.

**8 9** Before you can reach Ishi and Sarrano, complete another reaction sequence to spot a burnout leaping down from a nearby rock. As soon as he lands, kick him into the rebar just behind him to score a Voodoo Doll skillshot. This is the first of many burnouts in this cavern, so hold your ground and equip an explosive weapon of your choice. The rebar comes in handy, allowing you to save your ammo. Simply leash or kick the burnouts into the rebar for quick kills and easy skillpoints. As the burnouts attack in larger numbers, respond with heavy firepower. The flailgun and Bouncer are ideal for repelling these attacks, but the Screamer's charged shots can also inflict heavy damage on these swarms.



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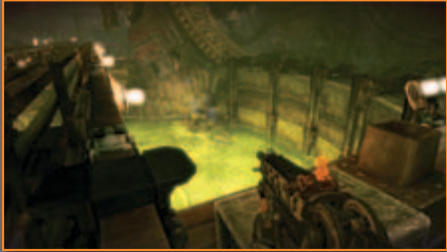


Newsbot 25



After surviving the latest burnout attack, follow Sarrano to another gate and wait for him to open it. As you follow Sarrano and Ishi into the next massive chamber, listen carefully for a newsbot. Turn to this upper level catwalk on the right. You can't reach this newsbot, but your leash can. Leash the newsbot toward you, causing it to crash into the catwalk's railing.

Electrofly Swarm 19



Immediately after the cutscene, turn around and look over the massive vat of toxic waste you just crossed. Look to the right of the track to spot a distant swarm of electroflies. Take careful aim and pick off one electrofly at a time with the PMC.

to see where the sniper is positioned on a catwalk high above the cavern floor. Don't worry about the snipers yet. Instead, focus on the burnouts, detonating them with an explosive weapon of your choice. Once the burnouts are eliminated, complete another reaction sequence to spot a Head Hunter sniper rifle on the ground. You can either grab this rifle now or get one of your own from the nearby dropkit. Either way, you'll need a Head Hunter to eliminate the creep snipers above.

New Objective:

- Take Out the Snipers

10 As the attack subsides, continue along the path to catch up with Ishi and Sarrano. They're busy fending off a burnout attack of their own. Lend them a hand, targeting the clusters of red barrels ahead for multiple Enviro-Mental skillshots. Or deploy a Thumper attack to launch multiple burnouts and barrels into the air, setting them up for several Fertilizer skillshots. While explosive-based attacks are the best way to defeat the burnouts, there's also rebar sticking out of the wall on the right. If the burnouts get too close for comfort, simply kick them into the rebar for Voodoo Doll skillshots.

11 Proceed to the next gate and throw the nearby switch to open it. As soon as the gate slides open, a burnout leaps out and attacks Sarrano, knocking him off the walkway. Sarrano survives the fall, using the burnout to cushion the impact. But now he's trapped in a chamber below and, by the sounds of it, more burnouts are attempting to reach him, pounding on a metal door. Sarrano is resourceful, but he probably can't survive a burnout assault on his own. You need to find a way to get down there and rescue him from whatever is attempting to break down that door.

New Objective:

- Save Sarrano

murdering Sarrano, Gray has a hard time believing he has to save him. But Ishi realizes Gray's war against Sarrano wasn't purely about revenge—it was about redemption. It was about seeking justice for all the innocents Sarrano tricked Dead Echo into killing. In this rare moment of clarity, Ishi accepts personal responsibility for his own choices and absolves Gray for all he's done. Gray promises Ishi they'll get off this planet. But he has no intention of letting Sarrano get away with all he's done.

13 Kick open the next gate and descend the nearby ramps to the cavern floor. Climb over the low walls next to a large fan in the ground and proceed to the large door where the burnouts are gathered, attempting to reach Sarrano. But as one of the burnouts charges toward you it's blasted by a creep sniper. Complete a reaction sequence





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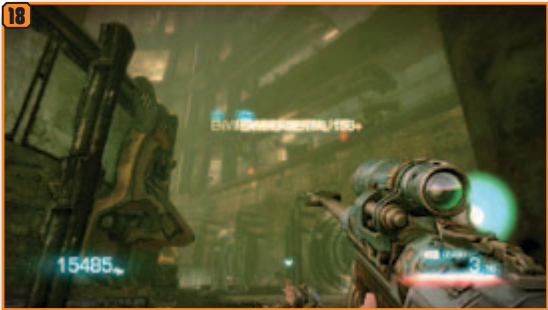
**14 15** Once you have a Head Hunter in your hands, aim up toward the catwalk high above the cavern floor and peer through the scope to find your first target. Given the low angle, it's difficult to spot the three creep snipers directly. As soon as one of the diamond icons turns red, fire a bullet. You won't be able to see the target until the bullet reaches a higher altitude, so guide the bullet upward, over the catwalk railing, and into your target. Remember, always go for the head or throat for a Hotshot skillshot. If the snipers are clustered close together, consider firing a charged shot in an effort to score a Letter Bomb skillshot. Or target the red barrels behind the snipers to trigger a large explosion and multiple Enviro-Mental skillshots.

**16 17** After eliminating the first three snipers, turn to the right to face another swarm of snipers on the next set of catwalks. Once again, acquire a target and fire a bullet. However, instead of striking your target, try to hit the red barrels nearby to trigger large explosions; this is the fastest way to cut through the snipers. It's also possible to knock snipers back into rebar sticking out of the wall behind them, scoring Accident or Early Retirement skillshots.

**18** Next, Ishi warns of more enemies sneaking up behind you. Turn around and face the low catwalk where several creeps have appeared. There are more red barrels on this catwalk, making it easy to clear out most of the creeps with a single bullet. If you want more skillpoints, take out one creep at a time, aiming for Bluff, Hotshot, and Nutcracker skillshots. The creeps here offer relatively easy targets to hit, so take your time setting up these lucrative skillshots.

**19** Once the creeps are eliminated, grab the nearby ammo boxes for more Head Hunter rounds. You can also stock up at the nearby dropkit. This is a good time to replenish your ammo, charged shots, and Thumpers. Now that the area is secure, Sarrano finally steps out from behind the door that kept him safe from the burnouts. Despite his tough talk, Sarrano clearly isn't cut out for this kind of fighting. You can find another box of ammo in the chamber where Sarrano was hiding.

**20** Ishi opens the nearby door and leads the way through the next tunnel. Green glowing barrels of toxic waste line the walls. Along the way, Sarrano has more details to reveal. The burnouts you've been killing down here are actually Confederate tourists who have mutated. Following the prisoner revolt, the tourists took shelter down here as the escaped convicts spread anarchy throughout the city above. While Gray is repulsed by the idea of killing these mutated tourists, Sarrano finds the whole situation amusing. Enter the lift at the end of the tunnel and ride it down to the next level.





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Nom Juice



There are two bottles of Nom juice near the lift. The first one is located on a shelf, just before boarding the lift—you can only shoot this bottle. After riding the lift to the next floor, enter the

adjoining corridor and turn left to spot another bottle of Nom juice on a high shelf—this bottle is also out of reach, so you can only shoot it.



Work Zone

**21** On the next floor, exit the lift and open the nearby door leading into the massive work zone complex. A river of toxic waste cuts through the middle of this tunnel-like chamber. Follow Sarrano to the nearby bridge crossing the river. But as you step onto the bridge, the section you're standing on partially collapses. Use the leash to pull down the next bridge section, then begin crossing the river. As you cross each section of the bridge, use your leash to pull down the next section.

**22** After yanking a couple of sections of bridge down with the leash, shimmy over a steel girder suspended above the river. Maximize your skillpoints here by establishing a steady rhythm as you move hand over hand. Halfway across the girder, Gray notices a stampede of burnouts running along the nearby walkway. But they're not heading toward you. They're running away from something. When prompted, press the fire button to target one of the scavenger creatures you saw earlier. As the creature explodes, its blood eats away at the rock like highly corrosive acid. No wonder the burnouts were running away from these creatures. Continue shimmying across the girder until you reach the walkway ahead.

**23** Follow Sarrano along the walkway, but be ready to complete a reaction sequence. Scavengers scurry along the wall to the right, heading toward the nearby lift leading to the surface. As Ishi and Sarrano head toward the lift, locate the dropkit at the end of the walkway. You can now buy charged shots for the Penetrator. In the fight ahead, you need to fend off large swarms of scavengers, so consider choosing the flailgun and Boneduster as your backups. However, the PMC is more than adequate for fending off these creatures. So make sure you have plenty of PMC ammo.

**24** On the way to the lift, there's a chaingun mounted on a turret. Grab it and quickly regroup with Ishi and Sarrano, waiting on the lift. Throw the switch to activate the lift, causing it to rise. But as the lift comes to life, a scavenger climbs into one of the gears above and gets squashed, causing its corrosive guts to eat through the metal. It's clear the scavengers are attacking the lift, attempting to prevent your escape. Immediately open fire on the swarms of scavengers climbing up the lift's central column. Try to kill them before they reach the rotating gears. The chaingun easily tears through these creatures, but the weapon runs out of battery

power long before you reach the top. Switch to the PMC and continue targeting the scavengers. It only takes a few hits to destroy each scavenger, so fire in short controlled bursts. Acquire a target, squeeze the trigger briefly, then acquire a new target. If you fire wildly, you'll likely miss most of the scavengers.

**25** When the lift reaches the top level, complete a reaction sequence to spot an exit in the distance—but the door is closing. At this point you have exactly nine seconds to make it through the door. Watch where Ishi and Sarrano are going and follow them, sprinting the entire way. Don't bother stopping to shoot the nearby scavengers—they won't attack you. Instead, make a beeline for the closing door and slide beneath it if necessary. You've finally escaped the underground.



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Nom Juice



After sliding under the door, search below these pipes on the wall just ahead to spot another bottle of Nom juice.

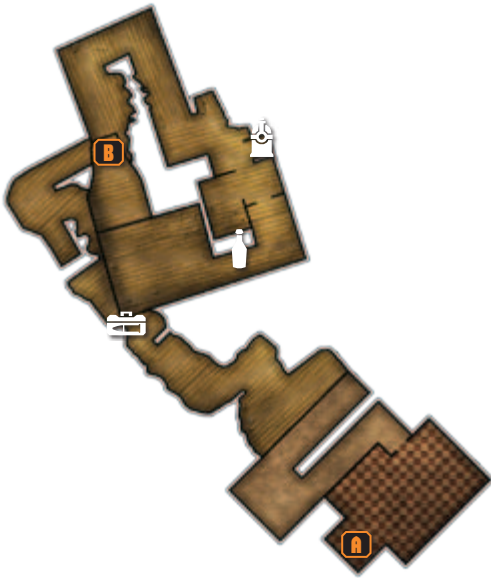
You can only shoot this bottle. While moving through the next passage, look for a box of ammo between the shelves on the left. A second box of ammo is located in the next room, sitting next to some crates.

26 Kick open a pair of doors to finally reach the planet's surface. The gamma radiation storm is over and the wreckage of the *Ulysses* is just ahead. Sarrano is shocked and angered to see the crippled remains of his once-glorious flagship. But Ishi reminds everyone that the clock is ticking—they need to get inside the *Ulysses* and disarm the DNA bomb. Interact with the nearby cable to begin your slide down to the crash site.



CHAPTER 3: PONDERIN' THEM BODIES

Ulysses



Legend

- |             |                  |
|-------------|------------------|
| Level Start | Newsbot          |
| Level End   | Electrofly Swarm |
| Dropkit     | Nom Juice        |
| Ammo        |                  |



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**1 2** After sliding down the cable, Gray, Ishi, and Sarrano arrive at the crash site. They need to get inside the ship and disarm the DNA bomb onboard before it detonates and kills all life on the planet. But given the damage done to the ship and the surrounding buildings, finding an accessible entry point won't be easy. Advance toward the *Ulysses* by moving through the nearby monorail station. Access the dropkit at the end of the platform and change up your weapons. The nearby rubble is crawling with burnouts, so bring along an explosive weapon like the Bouncer, flailgun, or Screamer. The Boneduster can also come in handy in the close quarters ahead. Before leaving the dropkit, make sure you have plenty of charged shots for the PMC and Thumpers for the leash.

Damaged Building

**New Objective:**

- Get Inside the *Ulysses*

**3** Beyond the dropkit, follow the nearby path through the rubble toward a damaged building beneath the *Ulysses*. It looks like you'll have to move through this building to find a way inside

Sarrano's ship. Kick your way past a pair of double doors to work your way deeper into the building. When you come to a long hallway, a lone burnout is crouched at the other end, feasting on a corpse. Slide toward him, then kick him into the nearby rebar just behind him. Or if you brought along the Screamer, take aim at one of the orange-glowing growths on his body and put him down with one shot, earning the One Hit Wonder and Steady Hand skillshots. A second burnout waits to ambush you around the next corner to the right, so be ready to kick him into the rebar.

**4 5** Crouch through the next partially collapsed hallway to enter the next room. Complete a reaction sequence here to spot burnouts leaping down from the floor above. Equip the explosive weapon of your choice and go to work on these attackers. The flailgun works particularly well here. Attach a flail to a burnout's head, then detonate it to score the Grenade Gag skillshot and multiple Gang Bang skillshots for killing nearby burnouts. There are also many impaling opportunities here thanks to the rebar sticking out of the walls. Use the Boneduster to blast burnouts into the rebar for Pump Action and Voodoo Doll skillshots. If you take out the attackers as soon as they appear, you can avoid getting overwhelmed. But if multiple burnouts

close in around you, just unleash a Thumper to clear the area and smash the burnouts into the ceiling for multiple Flyswatter skillshots. The path ahead is cleared by one more burnout bursting through a concrete wall. Once he shows himself, leash him and then kick him into the nearby rebar.

**6** As you climb over the rubble ahead, a massive support beam on the left collapses. The weight of the *Ulysses* has caused enormous strain on this structure. It's only matter of time before the whole building comes tumbling down. Follow Ishi through the rubble, but as you pass through a doorway, turn to the left to locate a box of ammo. Continue up a series of ramp-like inclines, making your way closer and closer to the ship's hull. As you near a dropkit, two more burnouts attack. If you act quickly, you can kick the nearby shelf to take them out with a Pancake skillshot. But if they hop over the shelf before you can act, consider targeting them with the flailgun. Once you've finished them off, access the nearby dropkit and stock up on ammo.





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**7** Fight your way past a few more burnouts in the next room, using the flailgun to score multiple kills. The rebar sticking out of the walls here also makes it easy to impale these enemies for Voodoo Doll skillshots. This room appears to be a dead end. But look through the hole in the wall and leash the sparking machinery beyond to trigger a small explosion. This blows a hole in the adjoining wall, creating a new passage. However, watch for the burnouts pouring through this new opening. Blast them as soon as they rush out.

**8 9** Pass through the next hall and prepare for more burnouts. Target them through the mesh of rebar in the wall and yank them toward you for more Voodoo Doll skillshots. Further down the hall is a trash can you can kick to score multiple Enviro-Mental skillshots. Of course, the flailgun as works well in these tight quarters. Ensnare a burnout with a flail, then wait to detonate it until more enemies are nearby to score Gang Bang skillshots. Proceed into the next room, where you're confronted by more burnouts. Although the flailgun remains the best way to defeat these enemies, a Thumper attack can also yield devastating results, smashing the burnouts into the ceiling for Flyswatter skillshots. Once the burnout attacks have stopped, follow Sarrano up the nearby ramp to one of the *Ulysses* airlocks.

Ulysses Interior


**New Objective:**

- Locate the Bomb Room

**10** Just beyond the airlock, open the nearby door by throwing a switch. But the door malfunctions, rapidly opening and closing. Target the chunk of debris on the other side of the door with the leash and yank it toward you. The piece of debris jams the door open, allowing you to access the next passage.

**11 12** Wait for Sarrano to open a small hatch, then crouch and follow him through a cramped duct. As Sarrano exits the duct, he's flanked by a burnout from the left. Exit the duct and kick the burnout away from the general. Blast the burnout before he can get back up. But don't expect any gratitude from the Sarrano. This room is filled with unlaunched escape capsules. Gray finds it interesting that some of the crew never made it off the ship, yet Sarrano did. For once, Sarrano has nothing to say. Instead, he punches in a code to a nearby console opening a hatch leading into a maintenance shaft.

**Nom Juice**



While passing through the next hall, look for this closet on the right containing a dresser. A bottle of Nom juice rests in one of the open drawers. Drinking the bottle can yield several Intoxicated skillshots as you battle the burnouts in the next room.

Maintenance Shaft

**13** Follow Sarrano through the shaft and turn left at the first intersection to access another dropkit. Keep the flailgun for now because you face more burnouts ahead. The Boneduster is also a good choice when it comes to knocking burnouts into the pulse field barriers within the generator room. As usual, max out your charged shots on all weapons and the Thumpers for the leash.

**New Objective:**

- Make Your Way through the Flammable Fumes





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Kick or leash a burnout into an active EPF barrier to unlock the Forced skillshot. The generator room is the only place in the game to score this skillshot, so be sure to unlock it before exiting this area.

**14** Continue through the adjoining passage until you come to a closed door. Throw the switch on the right side of the door and cautiously step inside the next room. The green gas filling this room is flammable, so firearms are off limits in here—one spark could ignite the gas, ending your journey in a flash. When you're attacked by more burnouts, simply kick them into the large rotating fan in the floor for Sucker skillshots. You can also leash them into the fan. Simply place the fan between you and the attacking burnouts and leash them toward you, causing them to get sucked into the fan.

**15** As you move through the shaft, more burnouts attack. The gas is still present, so look for the next fan set into the floor just ahead. As you did before, leash or kick the burnouts into the fan. You can also launch a Thumper attack if you're surrounded, scoring multiple Flyswatter skillshots. If the burnouts aren't smashed into the ceiling, simply kick them into the nearby fan before they recover. Sarrano says the bomb room is only a couple of floors up from this location. Proceed down the adjoining hallway to the generator room.

Generator Room

**16** Just inside the generator room, your path is blocked by an electromagnetic pulse field, or EPF for short. The purple arc of electricity makes it impossible to make it over this barrier. However, Ishi notices the fusion reactor in the middle of the room is unstable. Target the reactor with the leash to temporarily overload the field, allowing you to hop over the barrier.

**17** Once on the other side of the EPF, follow Ishi past the reactor onto a catwalk on the opposite side of the room. Here you're faced with another series of EPF barriers. Take each obstacle one at a time by targeting the reactor with the leash, then hopping over the deactivated EPF. Just ahead, a few burnouts try to hop over an active EPF and explode, demonstrating the lethality of these security features. After you target the reactor, the EPFs are only deactivated for a few seconds, so move quickly and never try to clear more than one field at a time.

**18** When Ishi reports the gas fumes have dissipated, a large swarm of burnouts attacks—you're now free to open fire. Equip the flailgun and start targeting the rushing burnouts. Given the proximity of these enemies, it's easy to detonate multiple burnouts with a single flail, scoring you several Gang Bang skillshots. Or smash them all into the low ceiling with a Thumper attack, scoring multiple Flyswatter skillshots.

Nom Juice



Before following Ishi and Sarrano up the next ramp, search this dead end to the left of the ramp to locate a bottle of Nom juice. If you want to drink it, climb over the low barrier to reach it. Otherwise, simply shoot it from the barrier then catch up with Sarrano and Ishi.



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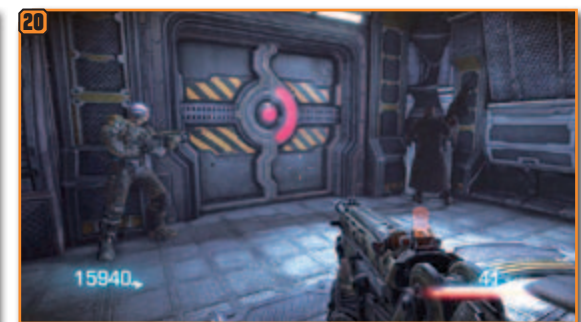
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**19** Ascend a series of ramps while working your way to the other side of the generator room. On the other side of the room, you're greeted by more burnouts. Target the stack of red barrels on the right to set off a massive explosion, detonating most of the burnouts

and scoring multiple Enviro-Mental skillshots. Or simply target these enemies with the flailgun for multiple Gang Bang skillshots. Once the burnouts are down, enter the nearby dead-end room from where they attacked and grab a box of ammo.

**20** Cross over two more EPF barriers, using the same technique employed earlier—short out the reactor with the leash, then hop over the barrier. Once past the barriers, follow Sarrano to a locked door. Wait for him to punch in the access code, then access the dropkit on the other side. Prepare for more close-quarters combat against burnouts, sticking with explosive weapons like the flailgun or Bouncer—and make sure you have plenty of ammo.

**21** In the adjoining passage, you're confronted by a muta-burnout. Complete a reaction sequence to spot him roaring at the opposite end of the corridor. There isn't much room to maneuver here, so immediately open fire. The flailgun or Bouncer are perfect for this fight, inflicting heavy damage with each hit and quickly causing the miniboss to enter a stunned state. Whichever weapon you use, attack aggressively, preventing the muta-burnout from advancing more than a few paces.

**22** Once the muta-burnout is stunned, kick him backward, causing him to stumble back a few meters. Keep shooting, stunning, and kicking the muta-burnout until he stumbles back into the electrical wires dangling from the ceiling of the corridor. The electrical current from the wires paralyzes him, but it doesn't kill him. So target the equipment above the wires with the leash to deliver a fatal shock to the miniboss, earning you the Grilled Meat skillshot and the identically named achievement/trophy.





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**23** Crouch or slide beneath the next partially open doorway to enter the next passage. You're immediately attacked by more burnouts. Quickly target them with the flailgun while they're clustered close together to score several Gang Bang skillshots. A Bouncer hit amid these burnouts can earn you multiple Boom skillshots. There are also exposed wires hanging along the walls and ceiling you can leverage to score Shocker skillshots by sending multiple burnouts into the ceiling with a Thumper attack. Once this passage is clear, follow Sarrano to the bomb room.

Bomb Room

**24** The massive DNA bomb dominates the middle of this room. Sarrano says it takes two people to disarm the bomb. He needs to turn a key in the next room while you input the deactivation code. Move to the nearby console and follow Sarrano's instructions. First, he tells you to pull the lever—press the button shown onscreen to do this. Next, complete a reaction sequence as Sarrano reads off the code. Pay close attention to what Sarrano's saying. Finally, Sarrano tells you to push the yellow button to confirm the code. Completing this sequence of inputs earns you the Armed and Dangerous achievement/trophy.

**25** Sarrano just screwed you. The code you entered actually activated the DNA bomb's detonation sequence. Making matters worse, he's locked Gray and Ishi inside the bomb room. Complete a reaction sequence to spot Sarrano mocking you on the other side of the window—but you can't shoot through the glass. Sarrano has used you once again to do his dirty work. Now he's off to the spaceport to rendezvous with his incoming jumpship. You need to find a way off the *Ulysses* and get to that jumpship before Sarrano can escape. Use the leash to remove the nearby panel and climb up into the duct.

**New Objective:**

- Escape From the *Ulysses*

**26** Exit the duct and leash a raised grate near an open doorway. As the grate falls, complete a reaction sequence to see the door closing, locking you in this next room. Suddenly the wall to the left explodes, revealing the switch to an airlock. While the airlock offers a way out, the 200-meter drop on the other side of the door isn't exactly survivable.

**27** Ishi eventually finds a potential escape, lifting a panel from the floor, revealing a new passage. Jump down into the duct and crawl through. As you climb out of the duct, you find yourself back in the bomb room. This time the room is on fire.



SPOILER ALERT!

Just when Gray and Ishi are about to give up hope, the nearby door opens. Complete a reaction sequence to spot Trishka walking in. Apparently, she survived the fall from the building by grabbing a power line—after all, she is a Final Echo squadron commander. But there isn't much time for a reunion. The *Ulysses* is falling apart and the DNA bomb is now armed. It's time to catch up with Sarrano and make him pay.



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






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ACT 7: DEPARTURE

ACT OVERVIEW

Achievements and Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Space Pirate	Drink at least 20 bottles of Nom juice	10	Bronze
	Straight Edge	Destroy at least 20 bottles of Nom juice	10	Bronze
	Pest Control	Destroy all electroflies	20	Silver
	I Might Be Late	Kill all enemies during the sprint to Sarrano's jumpship	20	Bronze
	Stowaway	Catch a ride	15	Bronze
	Golden Idol	Perform every single-player skillshot in the game	50	Gold
	Total Malfunction	Destroy all newsbots	20	Silver
	Just One Last Thing	Kill all enemies before you reach the escape capsule	20	Bronze
	Destructive Beat	Complete single-player campaign on Very Easy or Easy difficulty	20	Bronze
	Violent Melody	Complete single-player campaign on Normal difficulty	30	Bronze
	Brutal Chorus	Complete single-player campaign on Hard difficulty	40	Silver
	Blood Symphony	Complete single-player campaign on Very Hard difficulty	50	Gold

Unlockable Skillshots			
Name	Difficulty	Description	Skillpoints
Ejeculated*	Easy	Jettison the Heavy Echoes in the cargo holds	25
Discharged	Medium	Use a charged weapon to kill a Heavy Echo while he's charging his	50

\* = Secret skillshot

New Enemy Encountered



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3

Electrofly Swarm



2

Nom Juice



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# CHAPTER 1: THAT THING IS LEAVING WITHOUT US

SEE MAPS ON THE FOLLOWING PAGE



1 Sarrano was lying about the DNA bomb. It was never set to go off. But now it is, and Sarrano used Gray to initiate the countdown sequence. Within a few hours the bomb will detonate, killing all life in the city. Fortunately, Trishka showed up just in time to rescue Gray and Ishi from the crumbling *Ulysses*. As the trio makes their escape, Trishka says Sarrano's jumpship is headed for the nearby spaceport. The jumpship is the only ticket off this planet, so you must reach it and hitch a ride before the DNA bomb goes off. Follow and Ishi and Trishka through the flaming corridor of the *Ulysses*, jumping over barriers as necessary.

## Road to Jumpship

New Objective:

- Reach the Spaceport

2 The *Ulysses* exit leads to the floor of a damaged building. You need to find a way to the ground before you can make a move for the spaceport. Kick and climb past the rubble until you find a functioning elevator on a lower floor. Before boarding the elevator, access the nearby dropkit. You face a mix of skulls and creeps during the advance to the spaceport, so choose the weapons you're most comfortable with. The Head Hunter can come in handy for taking out distant flaregunners and other long-range threats. As usual, be sure to stock up on charged shots for your selected weapons and Thumpers for the leash. When you're well stocked on weapons and ammo, enter the elevator and throw the switch to ride it down to the ground level.

3 4 Get ready for a fight as you exit the elevator. It looks like you're not the only ones heading for the spaceport. A large group of skulls, shotgunners, and flaregunners are attacking a few creeps. Sneak up behind the creeps and take them out, preferably by shooting the nearby trash can. Next, focus on the nearby shotgunners and skulls. Target the puffballs surrounding this walkway to temporarily confuse these enemies, then pick them off one at a time. The nearby cactus plants offer some wonderful impalement opportunities for Puncture skillshots. The two distant flaregunners are easily dispatched with the Head Hunter, Penetrator, or charged shots from the PMC. If using the Head Hunter, try to hit one of the flares as it exits their gun. This causes the flare to explode, scoring you a Friendly Fire skillshot. Once all hostiles are eliminated, climb the nearby steps and turn to the right. Kick the piece of sheet metal blocking this path and proceed to the next plaza.





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Legend

- Level Start
- Level End
- Dropkit
- Ammo
- Newsbot
- Electrofly Swarm
- Nom Juice



5 Here you encounter another firefight between a few creeps and skulls. Flank the creeps as they advance along the street ahead. Wait until they advance to a car for cover, then target the nearby trash can. The explosion may not be powerful enough to kill all the creeps, but it will probably ignite them, making them easy to finish off with Afterburner skillshots. A charged shot from the Head Hunter can also be effective here as these creeps are clustered. Try to take out at least a couple of these guys to score a Letter Bomb skillshot.

6 7 Once the creeps are down for the count, descend the stairs and turn to the right to confront the skulls. Target one of the skulls by the nearby cafe and hit him with a Thumper attack. All the skulls inside the cafe are smashed into the ceiling, scoring you several Flyswatter skillshots. Be sure to shoot the airborne skulls outside the cafe before they hit the ground to score Trap Shooting skillshots. If the nearby trash can is still intact, you might not have to do anything at all—if the trash can explodes in the air, it will take out all the nearby skulls, earning you Fertilizer skillshots.





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Don't neglect the Nom tree in this plaza. By leashing the Nom parasites off the tree and kicking them toward creeps or skulls, you can score a number of unique skillshots. For example, put a Nom on an enemy's head then kick him into a cactus to score a Scarecrow skillshot.

8 More creeps attack along the path ahead. If you act quickly, you can take out most of these enemies by shooting the nearby trash can. Or lure them into the previous courtyard and target the creeps with the Nom parasites, kicking them toward the creeps. Once a creep has a Nom parasite attached to his head, shoot him in the head for a Leak skillshot. Or you can kick them into a cactus for a Scarecrow skillshot. Of course, there's always the Heads Up skillshot too—shoot them in the balls while they have a Nom parasite stuck to their head, then kick their heads off.

9 Catch up with Trishka and Ishi at the cafe entrance. Just inside the cafe is another dropkit. Expect the same level of resistance ahead, consisting primarily of creeps, skulls, shotgunners, and flaregunners. Plan your weapon load-out accordingly by choosing a mix of close- to mid-range weapons. Consider bringing along the Boneduster and Penetrator. Also, be sure to top off the charged shots for the PMC and Thumpers for the leash.


10 Just outside the cafe, you're ambushed by four berserkers. Quickly target the lead berserker with the leash and initiate a Thumper attack. Instead of shooting the airborne berserkers with the PMC, equip the Boneduster and load a charged shot. Disintegrate all four berserkers with one charged shot to score multiple Acid Rain skillshots. Just beyond the berserkers are a couple of flaregunners. Slide toward them and blast them in the legs with the Boneduster while in mid-slide for Legless and Torpedo skillshots.



11 12 Climb over the collapsed column at the top of the next staircase and begin the descent. As you move forward, a cannoneer and two shotgunners attack a fleeing creep, heading in your direction. Wait for the cannoneer to blast the creep while loading a charged shot into the Boneduster. When the creep is exploded, rush toward the cannoneer and shotgunners and fire the Boneduster's charged shot. This vaporizes the shotgunners and destroys the cannoneer's backpack. Next, target the trash can near the cannoneer to set him ablaze. While the cannoneer is stunned, fire a charged shot from the Penetrator into his stomach, then kick him to score a Stomach Pump skillshot.



**Newsbot 26**



On the way out of the cafe, be sure to locate this newsbot. Knock it into a wall to destroy it, then kick open the glass doors at the end of this hall to enter the next plaza.

**Electrofly Swarm 20**



Look for this swarm of electroflies near the steps leading out of the cafe. If there are still berserkers around, try kicking one into the swarm for a Fly Guy skillshot. But if all enemies are down for good, simply shoot all the electroflies and move on.



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**13** More creeps and skulls fight at the bottom of the next steps. The creeps take cover behind large blocks of concrete, making them tough to hit. Instead of picking them off one by one, load another charged shot into the Boneduster and vaporize them all with one pull of the trigger, scoring multiple Burn skillshots. Move past the wreckage of a monorail car, then turn left while descending the next set of steps to locate a dropkit. This time, exchange the Penetrator for the flailgun. But keep the Boneduster. Just make sure you have plenty of ammo, charged shots, and Thumpers before moving on.



**14** Pass through the wrecked monorail car near the dropkit and follow the sounds of gunfire to the next firefight. In this courtyard outside the spaceport, the skulls have the upper hand over a handful of creeps. The chaingunner in the center of the courtyard dominates this battle, so don't expose yourself to him for long. There are puffballs growing on the perimeter of this courtyard, so target them to confuse and disorient your enemies. Next, open fire with the flailgun and try to score as many multiple kills as possible, earning you Gang Bang skillshots. Wrap flails around the chaingunner and explode them until he enters a stunned state. At that point, unleash a Thumper attack to kill the chaingunner, scoring a Touchdown skillshot while launching the remaining skulls and shotgunners into the air. Finish off the airborne enemies with the weapon of your choice. Exploding two or more enemies in the air with a flail earns you the Homie Missile skillshot.



**15** When the courtyard is clear, grab the chaingunner's weapon and turn toward the nearby escalators. Complete a reaction sequence to spot a large wave of creeps rushing down the steps. Open fire with the chaingun and mow down these incoming enemies. Hold down the trigger as you rake bullets across the two escalators, scoring multiple Full Throttle skillshots in the process. The chaingun's battery won't hold out for long, so make the most of this devastating weapon. There's a trash can at the top of the left escalator and a second trash can at the bottom of the right escalator. Wait for creeps to move near these volatile targets before blasting them. If the blast doesn't kill them outright, you can finish off the remaining flaming creeps, earning Afterburner skillshots.

Spaceport



**New Objectives:**

- Fight through the Spaceport to the Airstrip

**16** Follow Trishka and Ishi up the escalator after finishing off the waves of attacking creeps. The spaceport is a multi-level facility. Trishka volunteers to scout the lower level and Ishi follows her. It's up to you to provide support fire from the upper level. Soon after Trishka and Ishi drop to the floor, they're attacked by two skulls. Wait until the skulls are near each other then hit one with the flailgun. Detonate the explosives to kill both skulls, earning you a Gang Bang skillshot. Or simply leash the skulls toward you then kick them, finishing them off with Bullet Kicks.

**17** As soon as the two skulls are eliminated, complete a reaction sequence to see a pair of berserkers attempting to flank you from the hall on your left. Wait for the metal door to open, then shoot the trash can just inside the hallway. The explosion

is enough to take out the berserkers, but watch out for a shotgunner trailing just behind. Leash the shotgunner then kick him over the railing, allowing Trishka and Ishi to finish him off as he flies through the air. At the end of the adjoining hall is another dropkit. Keep the flailgun, but swap out the Boneduster for the Head Hunter.

**18** Just ahead, Ishi and Trishka are pinned by a large group of skulls and shotgunners on the floor below. From the upper level walkway, pick off these enemies with the Head Hunter or a few well-placed flailgun shots. There's also a trash can on the floor you can target for extra explosive effect.





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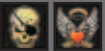
**19** Next, turn to the walkway just ahead to spot two skulls, a shotgunner, and a flaregunner moving out of the nearby cafe. Leash the skulls and shotgunner toward you and kick them toward the flaregunner. If an incoming flare hits your kicked target, you'll earn a Friendly Fire skillshot. Once the shotgunner and skulls are eliminated, go after the flaregunner, preferably by exploding one of his flares with a skillful shot from the Head Hunter. One more skull attacks from the corridor on the right, so be ready to confront this last threat before raiding the cafe for collectibles.

**20** After cleaning out the cafe, locate Trishka and Ishi on the floor below. They're under attack by more skulls. If you chose to drink one of the bottles of Nom juice, this is a great opportunity to score some Intoxicated skillshots. Either pick these skulls off with the Head Hunter or explode them with the flailgun. Keep up the attack until the floor is clear, allowing Ishi and Trishka to advance.

Terminal A

**21** Continue down the next hall and engage a couple skulls hiding behind chairs in this terminal. Leash the nearby trash can toward you, then kick it toward the skulls. If necessary, shoot the trash can to detonate it, eliminating both skulls in the process. There's a dropkit in the corner just ahead, but don't access yet unless you just have to—there's a driller nearby that you should confront first.

Space Pirate/Straight Edge



By now you've encountered more than enough bottles of Nom juice to earn the Space Pirate or Straight Edge achievement/trophy. If you missed some bottles, replay some the previously completed acts and chapters to increase the total of bottles shot or drunk.

Newsbot 27



A newsbot is patrolling around the cafe's exterior. It may roll into one of the nearby kitchens, so listen for its repetitive chatter to hunt it down.

Nom Juice



There are three bottles of Nom juice in and around the cafe on the left. The first bottle is on a table inside. The next bottle is on the counter inside the dark kitchen. A box of ammo is on the nearby counter, too. The third bottle is in the next half of the kitchen, on a counter not far from the patrolling newsbot.



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**22** **23** Put as much distance between you and the driller as possible—and look for opportunities to eliminate the pesky skulls accompanying him. If necessary, slide across the nearby walkway to the opposite side of the terminal. This makes it easier to sidestep the incoming drills he fires in your direction. Now attack the driller with the flailgun, targeting the blue, glowing generator on his torso. One direct hit with the flailgun causes the generator to explode, making the driller vulnerable to other attacks. Equip the PMC and hit the driller with a charged shot. Now you can finish him off with a skillshot of your choice.

**24** **25** While you were confronting the driller, Trishka and Ishi got pinned by a pair of cannoneers on the floor below. From the elevated walkway, take aim at each cannoneer's backpack—one hit from the Head Hunter or flailgun is enough to destroy each backpack. Now fire at each cannoneer from behind with the PMC until they're both stunned. Finish them off by unleashing a Thumper attack. The Thumper is enough to kill both cannoneers, earning you two Touchdown skillshots. Once you've cleared a path for Trishka and Ishi, return to the nearby dropkit and stock up on ammo. This is a good time to swap out the Head Hunter for the Boneduster.

Terminal B

**26** Next, cross to the other side of the terminal, grab a box of ammo, then proceed down the next hallway as a metal sliding door opens. As soon as the door to the next terminal opens, you come under attack by more skulls and a shotgunner. Load a charged shot in the Boneduster and wait for the arrival of two charging flailbombers. When the flailbombers draw near, blast them with the Boneduster's charged shot. This not only incinerates the flailbombers, setting off their explosives, but it also vaporizes the skulls and shotgunners earning you Bombshell and Burn skillshots.

**27** At the end of the walkway, descend the set of stairs to rendezvous with Trishka and Ishi. There's a box of ammo on the floor to the right of the stairs. Next, make your way past the rubble, following the sign to the Executive Lounge. Access the nearby dropkit before continuing. The fight in the Executive Lounge is a brutal close-quarters affair, so enter with the weapons you feel most comfortable with—the Boneduster, flailgun, Screamer, and Penetrator are all very effective. Also, be sure to max out the charged shots for the PMC and Thumpers for the leash. When you're ready, enter the nearby passage and load a charged shot in the PMC before climbing over the sofa crammed into the doorway.

Executive Lounge

**28** All hell breaks loose as you enter this lounge, dominated by a chaingunner in the center of the room. Complete a reaction sequence to focus on the miniboss. Immediately fire your charged shot at the chaingunner's chest to stun him, then follow up with a Thumper attack. This not only kills the chaingunner, but it also smashes other enemies into the ceiling above.





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**29** Once the chaingunner is down, race past his body and rush up the central staircase. Now it's time to hunt down the flaregunners on the upper level. If you don't take these guys out fast, they'll be a nuisance for the rest of the fight. Take them out at close range with the Boneduster or simply kick them into rebar sticking out of the wall for Voodoo Doll skillshots. A flaregunner may also occupy the upper level on the opposite side of the walkway. If you can't get in close to defeat these enemies, don't hesitate to vaporize them with a charged shot from the PMC or Boneduster. But while hunting down the flaregunners, watch out for berserkers rushing toward you—it's best to just kick these guys into rebar.

**30** Shortly after the defeat of the chaingunner, a cannoneer appears on the upper level walkway. Keep your distance from this guy and target his backpack. You can also destroy his

backpack by targeting a nearby trash can or hitting him with a charged shot from the Boneduster. Once the cannoneer's backpack is destroyed, stun him with a charged shot from the PMC, then kill him with a Thumper attack. Regular Thumper attacks are a good way to eliminate the berserkers and flaregunners scurrying about the lounge.

**31** Berserkers, skulls, and flaregunners continually pour into the lounge, along with a chaingunner and driller on the lower level. Prioritize the flaregunners, eliminating them with charged shots or Thumper attacks. Then leash and kick the skulls and berserkers into rebar for Voodoo Doll skillshots. At the earliest opportunity, stun the chaingunner with a charged shot from the PMC, then hit him with a Thumper. Or take him out quickly with a charged shot from the Boneduster—you don't even need to stun him to vaporize him with this attack. However, it prevents you from scoring some of the more lucrative finishing skillshots.

**32** By now there are two chainguns on the floor of the lounge. Race down the stairs, grab one of these weapons and aggressively attack the driller, targeting the blue generator on his torso. Once the generator is destroyed, just keep firing, ripping apart the driller with the chaingun. Even a driller doesn't stand a chance against this devastating weapon. Once the driller is dead, hunt down any remaining enemies in the lounge while your chaingun still has battery power.

**33** When Ishi gives the all clear, exit the lounge and advance into the nearby cargo hold. Trishka says all the bags here belonged to tourists who never made it off-world. Continue along the catwalks and conveyor belts through the cargo hold. Along the way, look for an ammo box on a low platform to the right of the main conveyor belt. Climb the last conveyor belt and crouch to enter a cramped duct leading outside.




Electrofly Swarm 21



As you exit the duct, turn to the left to locate the final electrofly swarm. Blast all six electroflies, then turn to the right to access a dropkit. Keep the Boneduster for the next phase, and max out the weapon's charged shots. The flailgun is another great choice for the dash toward Sarrano's jumpship. As usual, make sure you have plenty of Thumpers for the leash.

Pest Control

 If you eliminated all the electrofly swarms you've encountered, you earn the Pest Control achievement/trophy. If you happened to miss a swarm or two, you can still go back through the previous levels and eliminate the outstanding swarms. You don't have to start over from scratch.



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Airstrip Dash



New Objective:

- Get to the Airstrip before Sarrano Is Evacuated

**34** Climb over the barrier next to the dropkit and complete a reaction

sequence to spot Sarrano's jumpship flying overhead. From this point you have exactly two minutes to reach the jumpship before it takes off. Sprint into the next corridor and impale the two skulls you find here on the rebar sticking out of the walls behind them. Don't stop to shoot them. Just impale them for Voodoo Doll skillshots and move on.

**35** Speed is the key here, so don't let the skulls and shotgunners slow you down. Attack these enemies aggressively with the flailgun or with charged shots from the Boneduster. This is the fastest way to cut through the resistance. If necessary, unleash a Thumper to clear a path. But make an effort to kill every enemy along the way in order to earn the I Might Be Late achievement/trophy.

**36 37** When you reach this walkway, Sarrano's jumpship opens fire on a large gathering of skulls, causing them to flee. Don't bother killing these skulls, as Sarrano's gunners will take care of them. Instead, slide or sprint along this walkway to avoid being cut down yourself. In the adjoining passage, kick another skull into some rebar, then clear out the top of the nearby staircase with the flailgun—a trash can at the top of the steps adds to the explosive effect. One more skull is located at the bottom of the steps, but he's easily impaled on rebar.

**38** As you climb over the rubble at the bottom of the staircase, switch to the Boneduster and load a charged shot. Take aim at the last group of skulls firing at Sarrano's jumpship and pull the trigger. If properly aimed, one charged shot from the Boneduster is enough to eliminate the remaining skulls on the airstrip.

**39** As you rush past one of the skulls' cars, it explodes, knocking you to the ground and costing you several precious seconds. If you didn't use your time wisely earlier during this rush, falling down here could be the end for you. But if you sprinted the whole way, you still have a chance to make it onboard the jumpship. As soon as Gray gets back up, resume your sprint to Sarrano's ship. When you're within range of the ship's raised loading ramp, use the leash to pull it down, securing passage off the planet.

I Might Be Late

If you killed every enemy during the race to the jumpship, you earn this achievement/trophy. If you don't earn it by the time you reach the back of the jumpship, consider reloading from the last save checkpoint to try again. The Boneduster's charged shots are by far the easiest way to clear a path through the enemies. But at 1,000 skillpoints per pull of the trigger, make sure each shot counts to score multiple kills and Burn skillshots.



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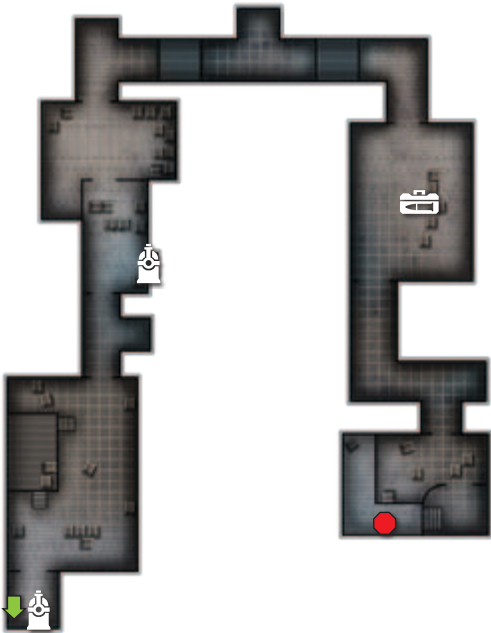


CHAPTER 2: I DON'T HOLD YOU ACCOUNTABLE

Takeoff

New Objective:

- Get to Sarrano



Legend

- Level Start
- Level End
- Dropkit
- Ammo
- Newsbot
- Electrofly Swarm
- Nom Juice

**1** Gray, Ishi, and Trishka have made it aboard Sarrano's jumpship just as it lifts off—this earns you the Stowaway achievement/trophy. Before hunting down Sarrano, access the dropkit in the next room. The jumpship is guarded by Sarrano's Heavy Echo shock troopers. Given the relatively tight confines of the jumpship, expect most firefights to occur at close to medium range. The Screamer, Penetrator, Boneduster, and flailgun are all good choices for backup weapons. While you're at it, make sure you top off the charged shots for the PMC and Thumpers for the leash.

Cargo Hold

**2** Wait for Trishka to punch in an access code at a terminal next to the massive door leading into a cargo hold. Now that Trishka has used her code, Sarrano will know he has guests aboard his ship. Judging by the reception you receive in the cargo hold, he has prepared for stowaways. The cargo hold is filled with Heavy Echo shock troopers. These guys are equipped with PMCs and they love to fire charged shots. So if you hear the whining sound of a charged shot being loaded and see the orange glow at the tip of a barrel, seek cover fast. Getting hit with a charged shot inflicts massive damage. As soon as you can, target a nearby shock trooper with the leash and initiate a Thumper attack. This is a great way to clear out several Heavy Echo shock troopers, earning you multiple Flyswatter skillshots. If some of the targets didn't smash into the ceiling, be sure to shoot them before they reach the ground to earn Trap Shooting skillshots.



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3 With the first line of Heavy Echo shock troopers down, cautiously move inside. More shock troopers take cover among the crates in the cargo hold. Use the leash to yank them out of cover, then blast them with the weapon of your choice while they're airborne. Move to the raised platform on the left side of the cargo hold and leash more shock troopers toward you, then kick them toward the sparking wires hanging from the ceiling to score Shocker skillshots.

4 Watch for more shock troopers pouring through the doorway at the back of the cargo hold. Try to pin these guys in the narrow passage. Although the shock troopers can seek cover in this passage, they're still vulnerable to explosive attacks. If you have the Screamer, fire a few flares down this corridor to ignite the shock troopers, then pick them off while they're on fire for Afterburner skillshots and potentially for Firefighter skillshots. Thumper attacks are also deadly in this corridor due to the low ceiling, ensuring you multiple Flyswatter skillshots. If you have the Boneduster, simply fire a charged shot down this corridor to vaporize them all with Burn skillshots. As you eliminate the enemies in this passage, Sarrano chimes in over the ship's comm system, taunting Gray and his team.



When you see a Heavy Echo load a charged shot, quickly load one of your own and open fire. If you pull the trigger first and score a hit, you'll unlock the Discharged skillshot.



Loading Bay

5 Soon after Sarrano's address, the door at the end of the corridor opens, revealing more shock troopers. Immediately unleash a Thumper attack to smash these enemies into the ceiling. Follow up by shooting the red barrel in the middle of the bay to finish off any shock troopers hiding near the crates ahead. Once the room is clear, turn to the right side to access another dropkit. Feel free to change up your weapons if you like, but make certain you're maxed out on Thumpers before moving on.

6 After accessing the dropkit, move to the back of the loading bay and turn to the left side to spot a switch. The switch opens the airlock doors in the next cargo hold. Throw the switch and watch the shock troopers in the airlock get sucked out of the jumpship, earning you multiple Ejeculated skillshots.

7 8 Sarrano reports in again as you enter the now-clear cargo hold, sarcastically praising Gray for killing his soldiers. As Sarrano runs his mouth, search the cargo hold for a box of ammo near the middle airlock door. The door exiting the cargo hold is locked. Trishka volunteers to climb through a duct and unlock the door from the other side. Give



Heavy Echo Shock Trooper

Abilities: Co-designed by Trishka, the Heavy Echo shock troopers are General Sarrano's elite guard. Fast, trained professionals, the shock troopers are decked out in ballistic-resistant body armor and helmets designed to induce fear in their enemies. They are also equipped with modified Peace Maker Carbines capable of firing charged shots.



Tactics: Heavy Echo shock troopers prefer to attack from medium range while utilizing cover. But they also excel at close combat, using their PMCs as melee weapons if necessary. Their body armor protects them from indirect explosive attacks, so it's best target them directly or set them ablaze. When firing from cover, shock troopers often utilize charged shots to quickly drop their prey. So always seek cover when you see the telltale orange glow of their weapon.

Weapon Recommendations: Despite the shock troopers' intimidating appearance, most weapons in your arsenal are effective against them. When possible, use the leash to yank these enemies out of cover, then blast them as they fly through the air. Since these enemies utilize cover so effectively, the Boneduster's charged shot is a great way to vaporize them, even if you don't have a clear shot. The Screamer's flare is also a great way to ignite multiple shock troopers clustered in tight spaces.

Burnout Skillshots

Name	Difficulty	Description	Skillpoints
Ejeculated	Easy	Jettison the Heavy Echoes in the cargo holds	25
Discharged	Medium	Use a charged weapon to kill a Heavy Echo while he's charging his	50



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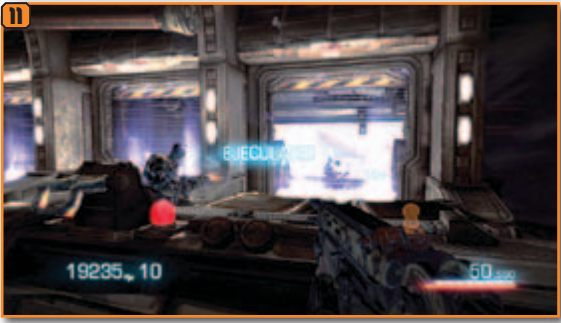
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Golden Idol



Ejeculated is the last skillshot that can be unlocked in the single-player campaign. If you've unlocked all previous general, weapon, and secret skillshots up to this point, you earn this achievement/trophy. But if you still need to unlock a few skillshots, there's a little bit of time left in the campaign. Study the skillshot database to find which skillshots are still locked and focus on unlocking them. But if you missed a unique secret skillshot, you must go back to the act and chapter in which it is available.



Trishka a hand to boost her onto the crates so she can reach the open duct. But while waiting for Trishka, Ishi theorizes that she's not going to open the door for you—she's off to kill Sarrano. So Ishi shorts out the terminal, causing the door to open.

Level 2

**9** In the next hall, ride a elevator up to level 3, then board a second elevator, riding it down to level 2. As the elevator comes to a stop, complete a reaction sequence to see Trishka kicking ass in a room ahead. But she locks the door behind her, preventing you from following her. Finish off the shock trooper she left in the hall. If you have the Penetrator, hit him while he's still on the ground to score a Breakdance skillshot.

**10 11** Enter the next loading bay to the right and immediately unleash a Thumper attack to eliminate the shock troopers covering the doorway. After smashing the first set of shock troopers into the ceiling, turn to the right and throw a switch to trap a few more shock troopers in the airlock. As they're jettisoned from the ship, you earn more Ejeculated skillshots. But be sure to take cover before they're sucked out of the ship, because they can still hit you. Once this loading bay is clear, search the open shipping container to the left for a box of ammo.

**12** Sarrano is monitoring your progress and getting nervous. Be ready to take cover as the door at the back of the loading bay opens. Several Heavy Echo shock troopers rush into the loading bay, backed by a trooper manning a chaingun turret. Take cover behind a crate and switch to the Boneduster. Load a charged shot in the Boneduster and take aim at the chaingun turret, scoring multiple Burn skillshots. The flailgun is also very effective here.

**13** Now grab the chaingun off the turret mount and march down the next corridor while spitting bullets at more Heavy Echo shock troopers. Remember, the battery on the chaingun won't hold out for long, so attack aggressively, shooting anything that moves. Hold down the trigger as long as possible to score Full Throttle skillshots. But also watch out for the orange, glowing barrels of your enemies—kill them before they can fire their charged shots. Continue into the next cargo hold at the end of the hall and spray the room with automatic fire until the chaingun's battery gives out. If possible, try to eliminate the shock troopers manning the two chaingun turrets in this room.





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**14** If the chaingun operators are still alive and shooting, use the crates for cover and leash one chaingunner operator toward you at a time. As they fly toward you, shoot them with the Boneduster. If possible, try to knock the enemies into the electrified wires on the right side of the room for Shocker skillshots.

**15** When the nearby door opens, fight your way onto the L-shaped platform where the two chaingun turrets are positioned. Expect a few more shock troopers occupying this platform and the floor below. Blast your way past the opposition, attacking at close range with the Boneduster. There are also red barrels on the floor you can detonate for Enviro-Mental skillshots.

**16** Ishi reports that he's found where Sarrano is hiding, but he needs to hack the door while you hold off more waves of shock troopers. Wait until he's begun hacking the door, then grab the chaingun closest to Ishi's terminal. As shock troopers pour into the room, complete a reaction sequence to spot them coming in through the far door on the right. Immediately open fire with the chaingun to cut them down. Don't forget to let the barrels cool periodically to prevent the weapon from overheating. But also keep an eye on the barrels of the shock troopers—if you see an orange, glowing barrel pointing at you, hit the shooter before he nails you with a charged shot.

**17** When the first chaingun runs out of battery power, drop it and grab the second chaingun mounted on the turret to the left. Enemies still occupy the floor below, but they also attack through the door near Ishi's position. Turn toward the doorway

and prevent Ishi from getting flanked. But once these enemies are eliminated, turn back to the floor and open fire on the shock troopers taking cover behind the crates below. If you timed the pick ups of the chainguns just right, the second chaingun runs out of juice just as Ishi opens the door, clearing a path to Sarrano.

Final Showdown (SPOILER ALERT!)



**18** **19** By the time Gray and Ishi make it to the bridge, Trishka has Sarrano at gunpoint—she wants revenge for her father's death. But in an effort to deflect blame, Sarrano reveals that Dead Echo was the team responsible for the hit. Gray comes clean and tells Trishka the truth—Sarrano lied about Novak's identity and used Dead Echo to assassinate him. While Trishka is distracted, Sarrano uses his leash to take control of Ishi, working him like a marionette.

**20** Ishi shoves Trishka into a bulkhead, knocking her unconscious. Then he knocks Gray to the ground and begins choking him. During this sequence tap the button shown onscreen to survive Ishi's grip. Even as Ishi is choking Gray, he apologizes for his actions—his mind remains intact, but Sarrano is controlling his body. Gray urges Ishi to regain control.





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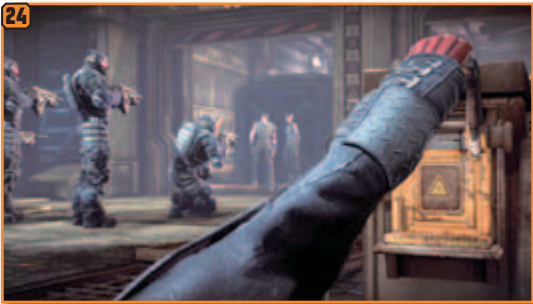
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**21** After Gray nearly blacks out, Ishi regains control and turns on Sarrano. While Ishi approaches Sarrano, begin crawling toward your PMC on the ground. Just like shimmying over a pole, alternate between your left and right hands to crawl across the floor. But just when you're within a few feet of the weapon, Sarrano opens fire and Ishi drops to the floor. Make one more lunge for your weapon—but Sarrano kicks it away before you can grab it.

**22** Just as Sarrano is about to shoot Gray, Ishi leaps to the rescue, absorbing the blast with his own body. With one last breath, Ishi pleads with Gray to finish Sarrano. But Sarrano has other plans. When his weapon malfunctions, Sarrano decides to slam Gray around the bridge with his leash. After smacking Gray into one wall after another, Sarrano whips a barrel in Gray's direction. Press the kick button when prompted to knock the barrel back in Sarrano's direction. This causes Sarrano to seek cover while Gray grabs a PMC off the floor.

**23** As Gray hunts down Sarrano, complete a series of reaction sequences to finish him off. First, use the leash to whip a barrel toward Sarrano's hiding place, then press the fire button to blast it. The barrel explodes, causing Sarrano to cry out in pain as he's engulfed in flames. When prompted, leash Sarrano toward you then kick him into the wall, impaling him on some rebar. Even as he hangs from the wall, gasping for breath, Sarrano has nothing but insults for Gray. But Gray could really care less.

**24 25** After taking care of Sarrano, Gray rushes over to Trishka and tells her the good news. Trishka realizes Gray was being manipulated by Sarrano when Dead Echo killed her father. But their conversation is cut short as Heavy Echo shock troopers surround them. Meanwhile, a dying Sarrano grabs hold of a switch and ejects Gray and Trishka through a hatch in the floor, causing them to rapidly descend on a cargo platform back toward the planet's surface. A few squads of Heavy Echo shock troopers chase after them, descending on cargo platforms of their own.

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SEE MAPS ON THE FOLLOWING PAGE

**26** Somehow Trishka and Gray survive the violent descent to the planet's surface. As they recover from the fall, they find themselves near the wreckage of the *Ulysses*. But within seconds they're surrounded by more Heavy Echo shock troopers. Use the leash to yank these enemies into the air, then redirect them into sharp pieces of rebar by kicking them; this earns you Voodoo Doll skillshots. After dealing with the first wave of attackers, complete a reaction sequence to spot the nearby door opening. One more shock trooper rushes through this door. Quickly grab him with the leash then kick him into the rebar on the right side of the door.

### Debris Field

**27** Advance through the door and access the dropkit on the other side. Expect more shock troopers as you advance through the rubble surrounding the crash site. These firefights take place largely at close range, so make sure your arsenal reflects that. The Boneduster is a must for this next push through the rubble. Complement it with the Screamer, flailgun, or Penetrator. Also, make sure you have plenty of charged shots for all your weapons and buy all the Thumpers you can afford.





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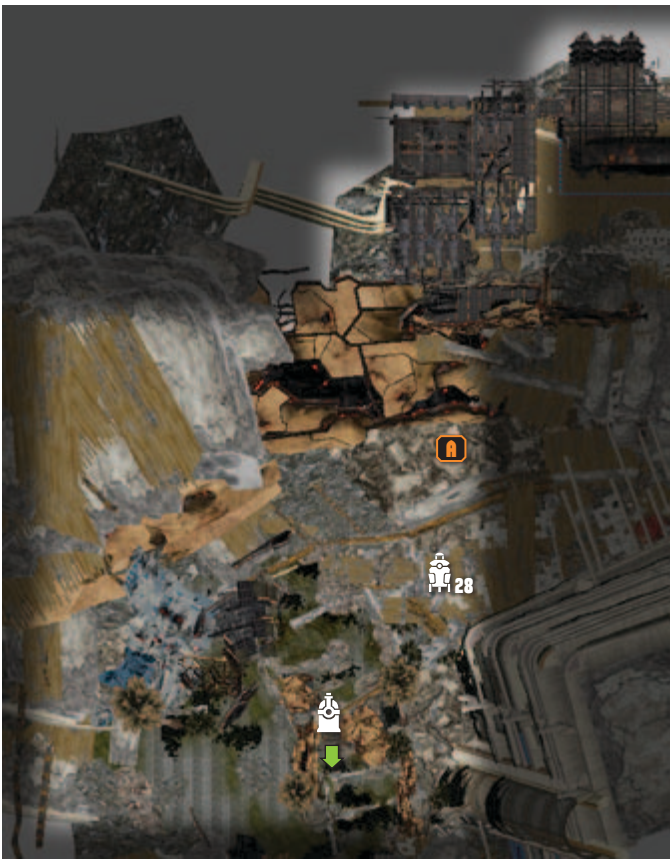
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Legend

Level Start	Newsbot
Level End	Electrofly Swarm
Dropkit	Nom Juice
Ammo	



**28** Beyond the dropkit, kick open the wooden door and complete another reaction sequence to spot the *Ulysses* looming above. Trishka suggests gaining entry to the *Ulysses* and deactivating the DNA bomb. Climb over the nearby rubble, then crouch down to pass through a low tunnel. Along the way, Gray comes up with an idea. If they can get into one of the *Ulysses* escape capsules, they could possibly make it out of the planet's atmosphere. Trishka is pessimistic at first, but eventually realizes it could really work if they carefully time their launch with the detonation of the bomb.

New Objective:

- Get to the Escape Capsule

**29** Continue through the debris field toward the *Ulysses*. As you kick open a wooden door, complete a reaction sequence to spot a group of Heavy Echo shock troopers rushing toward

the ship, too—apparently they have the same idea. You need to beat these shock troopers before they can use the last escape capsule. Leash these guys toward you, then blast them as they fly through the air. The Boneduster is ideal for this advance, allowing you to blast enemies off the side of the ramp for Vertigo and Pump Action skillshots. If enemies are hiding behind cover, hit them with a charged shot from the Boneduster for Burn skillshots.

**30** As you continue up the ramp-like slope of debris, complete another reaction sequence to spot more Heavy Echo shock troopers attacking from the left. Once again, leash these guys toward you and blast them off the side of the narrow walkway with the Boneduster, earning your Pump Action and

Newsbot 28



Listen carefully for the sound of the last newsbot. It's located on the right side of this path, behind an open doorway. Step through the door and kick the newsbot into the rubble to destroy it.



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Total Malfunction



If you managed to locate and destroy all 28 newsbots during the single-player campaign, you earn this achievement/trophy. However, if you missed one, you can still go back and replay the previously completed levels to hunt down any stragglers.

Just One Last Thing



Make an effort to kill every Heavy Echo shock trooper you encounter during the rush to the capsule to earn this achievement/trophy. Thumper attacks and Boneduster charged shots are the easiest way to clear a path through these enemies. These attacks are also the quickest way to blow through this last sequence, giving you plenty of time to reach the capsule before the DNA bomb detonates.



Vertigo skillshots. If they're taking cover behind the rubble, simply load a charged shot and vaporize them with one blast, scoring more Burn skillshots. Before advancing into the building ahead, grab the box of ammo on the left side of this path.

Engage one more shock trooper near the entrance to the damaged building, and blast him at close range with your Boneduster. Just inside the building is the last dropkit you'll encounter. Keep the Boneduster for the final stretch and bring along any other close-range weapon of your choice. This is no time to be stingy with your skillpoints, so spend everything you can on your chosen weapons, maxing out their ammo and charged shot capacities. But make sure you have enough skillpoints left over to buy as many Thumpers as possible. Thumpers are essential during the race to the capsule.

Ulysses

Follow Trishka up the nearby ramp leading into one of the *Ulysses*'s open airlocks. A shock trooper is rushing through the doorway as you approach. Yank him out of the way with the leash, then blast him with the Boneduster. As soon as you step into the *Ulysses*, you have exactly 50 seconds to make it to the escape capsule before the DNA bomb goes off. So sprint through the nearby corridors.

After climbing over a crate in a doorway, turn to the left to face a large group of shock troopers. Instead of shooting them one at a time, simply unleash a Thumper attack to smash them into the ceiling. If possible, set them on fire first by targeting the trash can at the back of the room, then thump them. This will earn you both Afterburner and Flyswatter skillshots for each kill. Once these enemies are eliminated, race through the doorway on the right.

There are three more Heavy Echo shock troopers in your way. Blast the first with a charged shot from the PMC—try to hit him in the head for an Overkill skillshot. As you near the capsule, grab the next shock trooper with the leash before he can get into the capsule. Instead of leashing him toward you, unleash a Thumper attack to smash him into the ceiling. This also kills the third shock trooper sneaking up behind you.

Once you've eliminated all the Heavy Echo shock troopers, step into the capsule before the countdown timer at the top of the screen reaches zero. One more shock trooper tries to climb into the capsule as the hatch closes shut. When prompted, kick him out of the doorway. If you killed every other shock trooper on the way to the capsule, you're awarded the Just One Last Thing achievement/trophy at this moment.

Trishka launches the escape capsule just before the DNA bomb detonates. The capsule's thrusters coupled with the force from the bomb's detonation are enough to fling the escape pod through the planet's atmosphere. As they float in orbit above Stygia, Trishka reassures Gray that she doesn't blame him for her father's death. She now knows Sarrano was using Dead Echo the same way he used others to feed his greed and corruption. While Gray is relieved to hear Trishka has forgiven him, he can't get over the guilt of sacrificing his crew for revenge. And for what? Sarrano still managed to get away. But Trishka only responds, "So what are you gonna do about it?" This concludes the campaign, earning you one of a handful of achievements/trophies depending on your chosen difficulty level. Now that you're a skillshot aficionado, consider tackling the Echoes levels to show off your skills and move up the leaderboards.



Stick around after the game's closing credits to get a hint of what's to come next. Did Sarrano survive? Is Ishi still alive? Will Gray continue his search for redemption? Pay close attention and listen carefully.



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# COLLECTIBLES CHECKLISTS

Did you find all the swarms, newsbots, and bottles of Nom juice? If not, use these handy checklists to mark the items you’ve found and find the ones you still need to locate. There are six achievements/trophies associated with the collectibles, so make sure you find them all.

Achievements and Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Insecticide	Destroy 50% of the electroflies	10	Bronze
	Pest Control	Destroy all electroflies	20	Silver
	Major Malfunction	Destroy 50% of the newsbots	10	Bronze
	Total Malfunction	Destroy all newsbots	20	Silver
	Space Pirate	Drink at least 20 bottles of Nom juice	10	Bronze
	Straight Edge	Destroy at least 20 bottles of Nom juice	10	Bronze

## Electrofly Swarm Checklist

1

ACT 2: CHAPTER 1



This swarm is located above the dropkit in the first courtyard.

2

ACT 2: CHAPTER 1



After exiting the disco, pass through an archway and turn left. Look over a railing to spot this distant swarm.

3

ACT 2: CHAPTER 1



After traversing the rooftops, look up to spot this swarm near a dropkit embedded in the side of a building.

4

ACT 2: CHAPTER 1



This swarm hovers above a dropkit, not far from newsbot 03.

5

ACT 2: CHAPTER 1



Look for this swarm near the entrance of the Monster Dome.

6

ACT 3: CHAPTER 1



On the way to the dam, turn right to spot this swarm, not far from the dropkit.

7

ACT 3: CHAPTER 1



At the marina, this swarm hovers over the last pier.

8

ACT 3: CHAPTER 1



This swarm is located above the platform outside the dam's observation lounge.

9

ACT 3: CHAPTER 2



Before crossing the bridge, target this swarm hovering near the damaged structure.

10

ACT 3: CHAPTER 2



Look to the left before exiting the promenade to spot this swarm.

11

ACT 4: CHAPTER 1



Before encountering the first Venus man-eater, turn to the left side of the street to spot this swarm.



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12

ACT 4: CHAPTER 2

Shortly after Ishi is dragged away, turn to the right at the top of the arboretum steps to find this swarm.

13

ACT 4: CHAPTER 2

This swarm is located on the left side of the arboretum, after you descend the first set of steps.

14

ACT 4: CHAPTER 2

This swarm hovers near a cactus on the last flight of steps in the arboretum.

15

ACT 4: CHAPTER 2

Upon entering the greenhouse, turn right to spot this swarm.

16

ACT 4: CHAPTER 3

Before entering the hotel, look for this swarm to the right of the entrance.

17

ACT 5: CHAPTER 1

Look for this swarm hovering near Platform A at the monorail station.

18

ACT 5: CHAPTER 2

When you first enter the mall, enter the narrow hall on the right and kick open the door to spot this swarm.

19

ACT 6: CHAPTER 2

Immediately after crossing the large vat of toxic waste, turn around to locate this swarm hovering in the distance.

20

ACT 7: CHAPTER 1

This swarm is located just outside the café's exit on the way to the spaceport.

21

ACT 7: CHAPTER 1

As you crawl out of the luggage conveyor system, turn left to spot the final swarm.

Newsbot Checklist

1

ACT 2: CHAPTER 1

This newsbot is located on the walkway, shortly after you encounter the dropkit next to the first electrofly swarm.

2

ACT 2: CHAPTER 1

Look for this newsbot in the hallway after your first encounter with the flailbombers.

3

ACT 2: CHAPTER 1

Descend a ladder and look for this newsbot patrolling near the canal.

4

ACT 2: CHAPTER 2

Before entering the mini city, look for this newsbot patrolling near the Mechatron cages.

5

ACT 3: CHAPTER 1

After defeating the first group of snipers, look for this newsbot on the right side of the dam.

6

ACT 3: CHAPTER 1

This newsbot can be found patrolling around the creep-infested harbor-master building in the marina.

7

ACT 3: CHAPTER 1

Look for this newsbot in the dam's observation lounge.

8

ACT 3: CHAPTER 2

This newsbot patrols the lounge near the promenade, shortly after you rescue Trishka.

9

ACT 3: CHAPTER 2

Watch for this newsbot patrolling the middle of the promenade.

10

ACT 3: CHAPTER 2

This tipped-over newsbot is stuck in the elevator near the catwalks.

11

ACT 4: CHAPTER 1

Listen carefully for this newsbot as you pass through the first damaged building.

12

ACT 4: CHAPTER 1

At the evacuation site, enter the first tent on the left to locate this newsbot.



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<div>13</div> <div>ACT 4: CHAPTER 2</div> <div></div> <div>At the arboretum's first large plaza, look for this newsbot patrolling a dead-end path on the left side.</div>	<div>14</div> <div>ACT 4: CHAPTER 2</div> <div></div> <div>Shortly after you're attacked by the banshee helicopter, look for this newsbot patrolling nearby.</div>	<div>15</div> <div>ACT 4: CHAPTER 2</div> <div></div> <div>At the arboretum, before climbing the last set of steps, look for this tipped-over newsbot on the left.</div>	<div>16</div> <div>ACT 4: CHAPTER 3</div> <div></div> <div>Leash this newsbot before sliding down the long slope in the collapsed building.</div>
<div>17</div> <div>ACT 4: CHAPTER 3</div> <div></div> <div>After falling through the double doors in the collapsed building, take your frustrations out on this newsbot.</div>	<div>18</div> <div>ACT 5: CHAPTER 1</div> <div></div> <div>Smash this newsbot while running to the elevator at the start of the level.</div>	<div>19</div> <div>ACT 5: CHAPTER 1</div> <div></div> <div>After defeating a wave of enemies at the monorail station, rush to Platform A to destroy this newsbot.</div>	<div>20</div> <div>ACT 5: CHAPTER 2</div> <div></div> <div>This newsbot patrols the mall's entryway, near the first dropkit.</div>
<div>21</div> <div>ACT 5: CHAPTER 3</div> <div></div> <div>Look for this newsbot in the café after exiting the tunnels.</div>	<div>22</div> <div>ACT 5: CHAPTER 3</div> <div></div> <div>Before entering the downtown street, smash this newsbot near a dropkit.</div>	<div>23</div> <div>ACT 6: CHAPTER 1</div> <div></div> <div>This newsbot is near the start of the level, patrolling an otherwise empty hallway.</div>	<div>24</div> <div>ACT 6: CHAPTER 1</div> <div></div> <div>After descending a large staircase, look for this newsbot rolling through a lounge.</div>
<div>25</div> <div>ACT 6: CHAPTER 2</div> <div></div> <div>Look for this newsbot on an elevated catwalk before crossing the large vat of toxic waste.</div>	<div>26</div> <div>ACT 7: CHAPTER 1</div> <div></div> <div>Locate this newsbot before exiting the café on the way to the spaceport.</div>	<div>27</div> <div>ACT 7: CHAPTER 1</div> <div></div> <div>This newsbot is patrolling around the café on the upper level inside the spaceport.</div>	<div>28</div> <div>ACT 7: CHAPTER 1</div> <div></div> <div>As you race up the first debris-laden incline leading to the <i>Ulysses</i>, peek inside this doorway to spot the final newsbot.</div>

Nom Juice Checklist

<div>ACT 2: CHAPTER 1</div> <div></div> <div>These bottles are on the table near the disco's entrance.</div>	<div>ACT 2: CHAPTER 1</div> <div></div> <div>Drink this bottle before facing the first wave of flailbombers in the drydock building.</div>	<div>ACT 2: CHAPTER 1</div> <div></div> <div>Look for this bottle in the hall after confronting the first wave of flailbombers.</div>	<div>ACT 2: CHAPTER 2</div> <div></div> <div>After escaping the mini city, grab this bottle near the dropkit by the warehouse.</div>
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ACT 3: CHAPTER 1




Grab this bottle in the dam's observation lounge before battling the creeps.

ACT 3: CHAPTER 2




On the upper level of the reactor room, locate this bottle to the right of the lift.

ACT 3: CHAPTER 2




Look for this bottle sitting on a table during the fight in the dam's promenade.

ACT 4: CHAPTER 1




In the evacuation site, look for this bottle lying on a cot inside a tent.

ACT 4: CHAPTER 2



Before descending the first large staircase in the arboretum, look for this bottle sitting next to a bench on the left.

ACT 4: CHAPTER 2



At the banshee crash site, turn to the bench on the right to find another bottle.

ACT 4: CHAPTER 2



Before ascending the last staircase in the arboretum, look for this bottle next to a bench, not far from a dropkit.

ACT 4: CHAPTER 3



After sliding down the long slope in the collapsed building, search the ground for this bottle.

ACT 4: CHAPTER 3



This bottle is located in the collapsed building, within the second bathroom area.

ACT 5: CHAPTER 1



As soon as you exit the elevator, turn to the bench on the right to grab this bottle.

ACT 5: CHAPTER 2



Shoot or drink this bottle within the mall's boutique store, preferably before the burnout attack.

ACT 5: CHAPTER 3



Celebrate your escape from the tunnels by drinking this bottle, found on a table in the café.

ACT 6: CHAPTER 1



After sliding down the pole to a lower floor, turn to this table in the corner to locate another bottle.

ACT 6: CHAPTER 1



This bottle sits on a table in the swanky lounge, shortly after you descend a staircase.

ACT 6: CHAPTER 2



Before boarding the lift, look for this bottle on a high shelf to the left.

ACT 6: CHAPTER 2



Immediately after exiting the lift, turn to the shelf on the left to spot another out-of-reach bottle.

ACT 6: CHAPTER 2



Slide through the closing door near the end of the level and look for this bottle beneath some pipes in the adjoining corridor.

ACT 6: CHAPTER 3



While fighting through the damaged building, search in the dresser drawer to find a bottle.

ACT 6: CHAPTER 3



Before ascending the second ramp in the generator room, climb over a low barrier to spot a bottle resting on a crate.

ACT 7: CHAPTER 1



Look for this bottle sitting on a table outside the café on the upper level of the spaceport.

ACT 7: CHAPTER 1



This bottle sits on a counter inside the café's kitchen within the spaceport.

ACT 7: CHAPTER 1



Look in the spaceport café's second kitchen to locate this bottle.



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







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Now that the horrors of Stygia are behind you, consider revisiting some of the more memorable set pieces from the single-player campaign in Echoes mode. Echoes mode is all about showing off, allowing you to compare your skills with friends and others in the community through a leaderboard system. The goal in Echoes mode is to get through each level as quickly as possible while scoring the most points.

ECHOES PRIMER

At the end of each level you play in Echoes, you’re awarded a rating, ranging from one to three stars. The amount of stars earned is determined by how many skillpoints you’ve acquired. As in the single-player campaign, skillpoints are earned through kills. But scoring unique and difficult skillshots is the best way to go about racking up huge points. Each level is also timed, introducing a new challenge. If you finish a level within the target time, you’re awarded a time bonus, which is then applied to your skillpoints at the end of the level. The stars earned at the end of a level are tallied and applied to unlock other levels. For example, if you earn one or more stars on the Desert level, the Hideout and the Club levels are unlocked. But the fourth level (Rooftops) remains locked until you earn a total of five stars. The stars and points earned during Echoes figure heavily in the achievements and trophies offered in this mode, as seen in the following table.

Echoes Achievements/Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Remembrance	Play three different Echoes	10	Bronze
	Shooting Star	Get at least 1 star on each of the first 14 Echoes	10	Bronze
	Supernova	Get 3 stars on each of the first 14 Echoes	40	Silver
	Bounty Hunter	Have a total of at least 75,000 points in Echoes mode's total high score	20	Bronze
	Guerrilla Tactics	Execute at least 25 different skillshots in one Echo round	10	Bronze
	Halfway There	Get at least 21 stars in Echoes mode	15	Bronze
	Old School	Finish an Echo round without executing a single skillshot	15	Bronze
	Enforcer	Get at least 15,000 points in one Echo round	20	Bronze
	Star Struck	Get 3 stars on 10 different Echoes	10	Bronze
	Hoarder	Have a total of at least 150,000 points in Echoes mode's total high score	40	Gold
	Master of Disaster	Earn 2,000 points or more at once	40	Silver

Leaderboards



This screen shows where you rank on the leaderboards and how many stars are required to unlock the remaining levels.

As you progress through the Echoes levels, you can see how well you stack up against your friends and others in the *Bulletstorm* community. The leaderboards show where you rank, based on the stars you’ve earned and the total skillpoints you’ve acquired. Every time you play a level, the skillpoints you earn are applied to your global score, helping you move up in the rankings. So even if you’ve earned three stars on every level, keep playing in an effort to boost your global score. You can toggle between the global leaderboard and the friend leaderboard. In the global leaderboard, you’re ranked among everyone in the community. But in the friend leaderboard, you’re only ranked among those on your friend list. So even if you can’t top the global leaderboard, make an effort to best your friends.



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Gameplay Tactics



*Always strive for new skillshots with each kill to maximize your skillpoints.*

don't loiter around a level waiting for the very best skillshot opportunities. If you take longer than the level's predetermined target time, you aren't docked points. But if you finish the level early you can benefit from a time bonus—you earn 20 skillpoints for every second you come in under the level's target time. So if you finish a level a full minute early, that's a whopping 1,200 skillpoints!

Nom Juice and Swarms



*The Boneduster's charged shot is the fastest way to eliminate electrofly swarms.*

At the start of each Echoes level, you must select your weapons. Early on, you don't have many weapons to choose from, starting off with the PMC and leash. But as you progress, you'll have more and more choices for your arsenal. Weapons can also be swapped out at dropkits found throughout the levels, but you don't have to buy ammo or charged shots. Simply interfacing with a dropkit automatically replenishes your ammo and charged shots—but you're limited to three charged shots per weapon and three Thumpers for your leash, so make each one count.

The skillshot database is completely refreshed at the start of every level, so every skillshot you perform is new, earning you big points. But, as in the single-player campaign, don't rely on the same skillshot over and over. Instead, try to perform a unique skillshot for every kill. This maximizes the points you earn, helping you achieve the necessary skillpoints for a three-star rating. But speed is a constant concern too, so

During the Echoes levels, you'll come across both bottles of Nom juice and electrofly swarms. Shooting the bottles is worth 200 skillpoints each, but drinking them can earn you much more through Intoxicated skillshots. However, shooting (and walking) straight while drunk isn't easy, so definitely weigh the pros and cons before taking a swig. Electrofly swarms are also available to shoot, allowing you to score a big Exterminator skillshot. Or, if possible, fling an enemy into a swarm for the Fly Guy skillshot. But if a level has more than one swarm, only eliminate one, unless you have charged shots in your Boneduster—one charged shot from this weapon can eliminate a swarm in a flash. Shooting each electrofly one by one can seriously cut into your time. Considering each second is worth 20 seconds in a time bonus, your time may be better spent racing for the finish line.

LEVEL TACTICS

In this section we take an in-depth look at all 14 Echoes levels. Included are the skillpoint requirements for achieving a three-star rating and the target times for each level. By performing the recommended skillshots and following the tactics, you'll have no problem earning three stars on each level.



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Level Ratings	
Rating	Skillpoints
★	2,000
★★	3,000
★★★	4,000

**Enemies Encountered**

**Berserker**

**Skull**

Stars Required to Unlock: 0

Target Time: 4:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Graffiti	Easy	N/A	Kill an enemy by kicking him against a surface	25
Enviro-Mental	Medium	N/A	Kill one or more enemies using an environmental explosive	50
Flyswatter	Medium	Thumper	Thump an enemy so he smashes into the ceiling or an impaler	50
Overkill	Medium	PMC	Execute a headshot with a charged shot	50
Slam Dunk	Medium	Thumper	Smash an airborne enemy into the ground using the Thumper	50
Trap Shooting	Medium	Thumper	Use bullets to kill a thumped enemy	50
Trip Wire	Medium	PMC	Shoot a running enemy in the legs to trip him, then finish him off on the ground	50
Fertilizer	Hard	Thumper	Explode two or more thumped enemies using an environmental explosive	100
Mercy	Hard	PMC	Shoot an enemy in the balls and kick or shoot his head off	100
Pricked	Hard	N/A	Kill an enemy by flinging him into a cactus	100
Voodoo Doll	Hard	N/A	Kill an enemy by flinging him into a sharp metal object	100
X-Ray	Hard	PMC	Kill two or more enemies with a single charged shot	100



**1** This level recreates the action in Act 1, Chapter 1, as Gray and Ishi fight through the desert toward the Elysium refinery. Start by getting your easy skillshots like Bullet Kick, Bullet Slide, and Headshot out of the way. Also make use of the nearby rebar and cacti to score Voodoo Doll and Pricked skillshots—yank the skulls and berserkers toward you with the leash then kick them into the rebar or cactus plants.

**2 3** As you near the refinery, unleash a Thumper attack on the skulls taking cover behind the barricades. As they fly up into the air, target the red barrels suspended from the crane to trigger a massive explosion. This earns you multiple Fertilizer skillshots. If you manage





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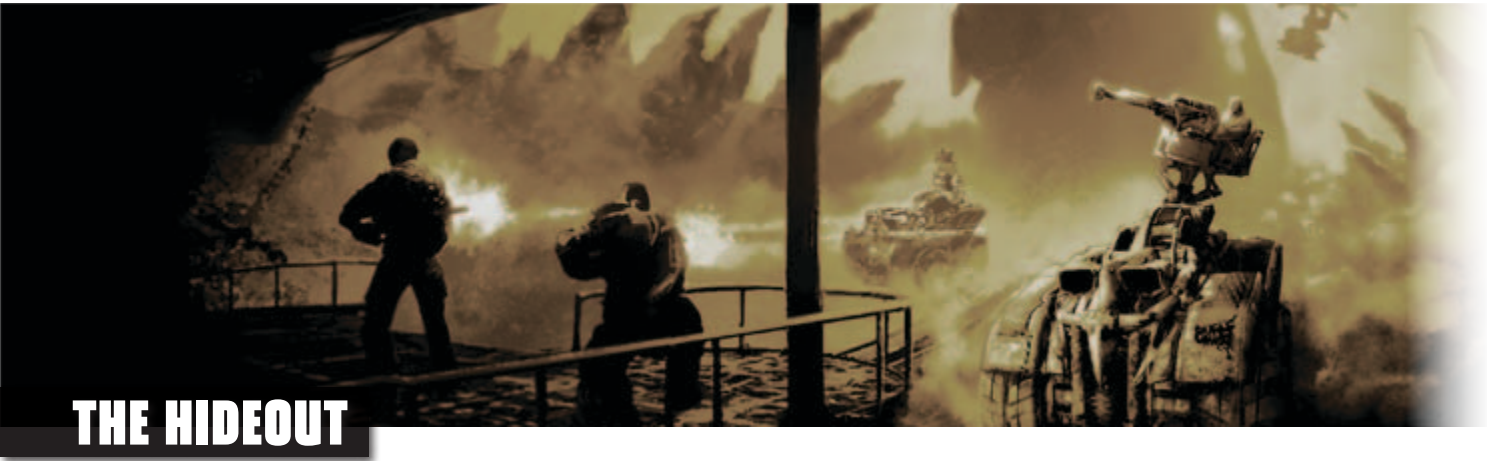
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to smash a skull into the crane, you also earn a Flyswatter skillshot. Thumper attacks are also effective in the refinery itself, where you can repeat Fertilizer skillshots by targeting more barrels.

**4** The lift is the finish line for this level, so quickly finish off the last berserkers and skull here. The PMC's charged shot is great for taking out at least two of the berserkers charging toward you, earning you an X-Ray skillshot. Simply backpedal until two of the berserkers are charging at you in single file, with one behind the other. If you aim for the lead berserker's head, you can also earn an Overkill skillshot when hitting him with the charged shot. Rush to the final skull, shoot him in the crotch, and then kick his head off for a Mercy skillshot. Kick open the gate and step onto the lift to complete the level. If you moved quickly, you should have no problem finishing this level in under four minutes, giving you a decent time bonus.



Level Ratings	
Rating	Skillpoints
★	2,000
★★★	4,500
★★★★★	7,000

Enemy Encountered



Skull

Stars Required to Unlock: 1

Target Time: 6:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Enviro-Mental	Medium	N/A	Kill one or more enemies using an environmental explosive	50
Flyswatter	Medium	Thumper	Thump an enemy so he smashes into the ceiling or an impaler	50
Gag Reflex	Medium	PMC	Kill an enemy with a shot to the throat	50
Overkill	Medium	PMC	Execute a headshot with a charged shot	50
Pancake	Medium	N/A	Kill an enemy by flattening him with the environment	50
Parashoot	Medium	N/A	Leash an enemy out of a gyrocopter and kill him before he lands	50
Vertigo	Medium	N/A	Send an enemy down a huge drop	50
First In Last Out	Hard	N/A	Get an enemy airborne, kill a different enemy, then kill the first before he lands	100
Flak	Hard	N/A	Destroy a gyrocopter using an indirect explosion	100
Mercy	Hard	PMC	Shoot an enemy in the balls and kick or shoot his head off	100



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Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Shocker	Hard	N/A	Kill an enemy by flinging him into a source of electricity	100
X-Ray	Hard	PMC	Kill two or more enemies with a single charged shot	100



**5** In this level, Ishi and Gray attack a skull hideout in search of energy for Ishi's depleted battery. Finish off the first few skulls with Bullet Kick, Headshot, Bullet Slide, and Vertigo skillshots. Then when you're attacked by the vulture gyrocopter, yank it out of the sky with the leash and shoot the pilot before he lands to score a Parashoot Skillshot.

**6 7** On the lower level, the skulls retreat into a building and barricade the two entrances. Kick both the barricades to smash the skulls behind them for Pancake skillshots. The remaining survivors inside can be smashed into the ceiling with a Thumper attack, scoring you multiple Flyswatter Skillshots. As you exit this building, you're attacked by a gyrocopter and multiple skulls. Simply shoot one of the red barrels behind the gyrocopter to trigger a massive explosion and score a Flak skillshot, as well as many Enviro-Mental skillshots.

**8** As you near the final room at the end of the level, kick open the door for another Pancake skillshot, then leash and kick the remaining skull into the electrified terminal for Shocker skillshots. Once all the enemies are eliminated, the level is over. You need to move fast to finish this level in under six minutes, so quickly move from one engagement to the next to earn a time bonus.



Level Ratings	
Rating	Skillpoints
★	3,000
★★★	6,000
★★★★★	9,000

Enemies Encountered			
			
Berserker	Skull	Flaregunner	Chaingunner

Stars Required to Unlock: 1  
Target Time: 7:00  
Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer



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Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Afterburner	Medium	N/A	Kill an enemy who is on fire	50
Gotcha	Medium	N/A	Leash a creep or flaregunner and kill him in mid-air	50
Sausage Fest	Medium	N/A	Kill an enemy using a hotdog cart explosion	50
Blind Fire	Hard	N/A	Kill someone while blinded by a flare	100
Fast Food	Hard	N/A	Ram an enemy to death with a hotdog cart	100
Fly Guy	Hard	N/A	Kill an enemy by flinging him into a swarm of electroflies	100
Gunslinger	Hard	Screamer	Score two or more Fast Draw or Snapshot skillshots in a row	100
Exterminator	Hard	N/A	Kill an entire swarm of electroflies	100
Firefighter	Hard	Screamer	Ignite three or more enemies with a charged shot and kill them while they're burning	100
Intoxicated	Hard	N/A	Kill an enemy while drunk on Nom Juice	100
Pricked	Hard	N/A	Kill an enemy by flinging him into a cactus	100
Shocker	Hard	N/A	Kill an enemy by flinging him into a source of electricity	100



**9** Fight past the first group of enemies using standard PMC skillshots like Bullet Kick, Bullet Slide, and Headshot. You can even kick enemies off the side of the narrow path for a Vertigo skillshot. When you reach the courtyard, use the Screamer's charged shot capability to ignite the skulls and flare-gunners, then pick them off for Afterburner skillshots. Also, try to leash one of the skulls and yank him into the swarm of electroflies hovering above the pond. When all the enemies are defeated, shoot all the electroflies for an Exterminator skillshot, then stock up on ammo by accessing the nearby dropkit.



**10** There are many skillshot opportunities in the next courtyard outside the dance club. Kick enemies into cacti for Pricked skillshots or knock them into the purple electrified kiosks for Shocker skillshots. There are also two hotdog carts you can use to score Sausage Fest and Fast Food skillshots. Or knock all the enemies into the air with a Thumper and pick them off with Trap Shooting skillshots. Once the area is clear, access the nearby dropkit while Ishi opens the doors to the club.



**11 12** On the way into the club, shoot one bottle of Nom juice, then drink the second bottle. As you near the dance floor, hit the chaingunner with a charged shot from the PMC to stun him ,then kick the berserkers into one of the two purple kiosks for Shocker skillshots—you earn an Intoxicated skillshot for being drunk on Nom juice. With the berserkers eliminated, return to the chaingunner and kill him with a Fire in the Hole or Touchdown skillshot. Pick up the chaingunner's weapon and mow down the waves of skulls on the floor below, earning Full Throttle skillshots in the process. Next, take the chaingun outside and target the red barrels on the distant ledge to wipe out several skulls with Enviro-Mental skillshots. The nearby cacti plants are also useful for scoring Pricked skillshots.



**13** On the way out of the courtyard, kick the hotdog cart toward the archway and blast it to score multiple Sausage Fest skillshots. If you time the kick just right, you can also score a Fast Food skillshot for ramming the cart into an enemy. Beyond the arch is another electrofly swarm, but don't bother shooting it if you've already unlocked the Exterminator skillshot. It's better to simply race to the nearby finish line for a time bonus, especially if you're well under the level's seven-minute target time.



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ROOFTOPS

Level Ratings	
Rating	Skillpoints
★	3,000
★★	4,500
★★★	8,000

Enemies Encountered			
Berserker	Skull	Flaregunner	Flailbomber

Stars Required to Unlock: 5

Target Time: 6:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer
- Flailgun

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Bombshell	Easy	N/A	Kill two or more enemies by exploding a flailbomber	25
Gang Bang	Easy	Flailgun	Kill two or more enemies with a single flail explosion	25
Flyswatter	Medium	N/A	Thump an enemy so he smashes into the ceiling or an impaler	50
Sadist	Medium	Flailgun	Wrap a flail around an enemy, but kill him before it explodes	50
Vertigo	Medium	N/A	Send an enemy down a huge drop	50
Blind Fire	Hard	N/A	Kill someone while blinded by a flare	100
French Revolution	Hard	Flailgun	Decapitate two or more enemies with a flail charged shot	100
Homie Missile	Hard	Flailgun	Use a flail-wrapped airborne enemy to kill another enemy	100
Intoxicated	Hard	N/A	Kill an enemy while drunk on Nom juice	100
Sucker	Hard	N/A	Kill an enemy using a giant fan	100
Shocker	Hard	N/A	Kill an enemy by flinging him into a source of electricity	100
Voodoo Doll	Hard	N/A	Kill an enemy by flinging him into a sharp metal object	100



**14 15** The first room is filled with skulls and flaregunners. Immediately unleash a Thumper attack to smash these enemies into the ceiling for multiple Flyswatter skillshots.

If you're blinded by an incoming flare at the time of their deaths, you're also awarded a Blind Fire skillshot for every kill. Inside this room are two bottles of Nom juice—shoot one and drink the other before confronting the wave of berserkers waiting outside. Hit them with a Thumper attack before they can exit their crate, smashing them into the ceiling for more Flyswatter skillshots. If you're still drunk at the time of their deaths, you also earn an Intoxicated skillshot for each kill. Next, finish off wave after wave of flailbombers, detonating their explosive vests to score Bombshell skillshots.



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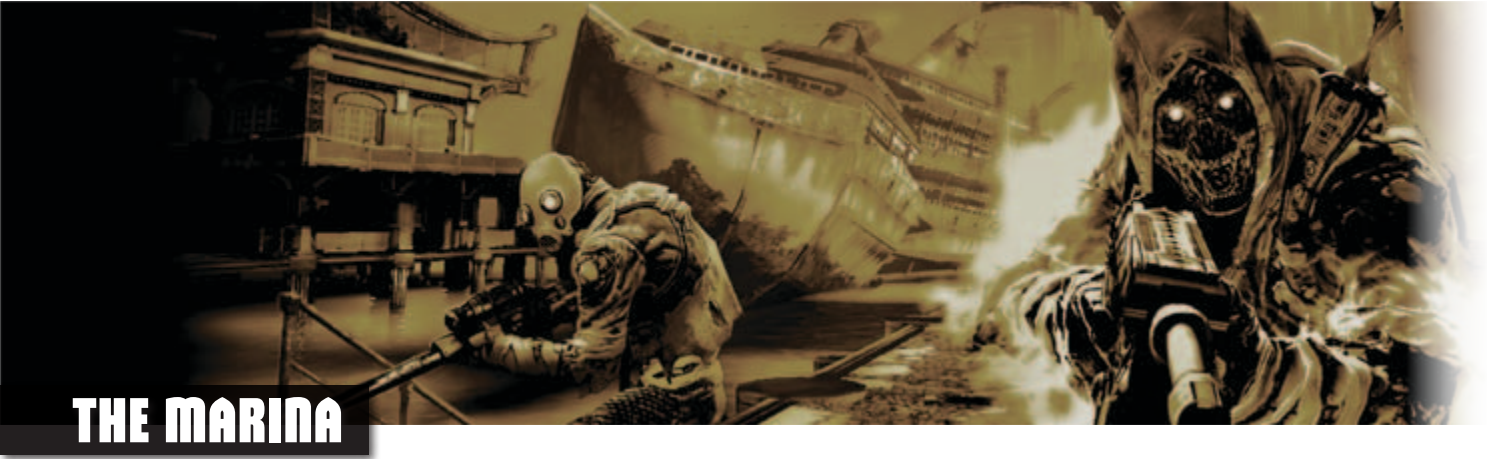
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**16** At the next dropkit, add the Flailgun to your arsenal and use it liberally while engaging the skulls, berserkers, and flaregunners on the rooftops. This is a great way to score Gang Bang, Mine Field, Homie Missile, and French Revolution skillshots. Or wrap an enemy with a flail and kick him off the roof to earn Sadist and Vertigo skillshots. Also, look for opportunities to kick enemies into the large fans on the roof for Sucker skillshots. The barbed wire lining the perimeter of the rooftops is also handy for lining up Voodoo Doll skillshots.

**17** You're near the finish line once you reach this set of stairs. But take your time to make the most of this final engagement. Kick the incoming berserkers into the dangling wires for Shocker skillshots. Then slide down the steps to knock the flaregunner into the rebar for a Voodoo Doll skillshot. Once these three enemies are down, rush outside and climb over the low wall to complete the level. If you're fast, you can complete this level in approximately four minutes, scoring yourself a large time bonus.



Level Ratings	
Rating	Skillpoints
★	3,000
★★	5,000
★★★	7,000

Enemy Encountered

  
Creep

Stars Required to Unlock: 7

Target Time: 5:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer
- Flailgun
- Boneduster
- Head Hunter

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Acid Rain	Medium	Boneduster	Vaporize two or more enemies in mid-air with a charged shot	50
Fish Food	Medium	N/A	Kick an enemy into the water to be eaten by fish	50
Flyswatter	Medium	Thumper	Thump an enemy so he smashes into the ceiling or an impaler	50
Gotcha	Medium	N/A	Leash a creep or flaregunner and kill him in mid-air	50
Sadist	Medium	Flailgun	Wrap a flail around an enemy, but kill him before it explodes	50
Sausage Fest	Medium	N/A	Kill an enemy using a hotdog cart explosion	50
Exterminator	Hard	N/A	Kill an entire swarm of electroflies	100
Fertilizer	Hard	Thumper	Explode two or more thumped enemies using an environmental explosive	100
Piledriver	Hard	Boneduster	Get an enemy airborne, then smash him into a surface with the blast	100



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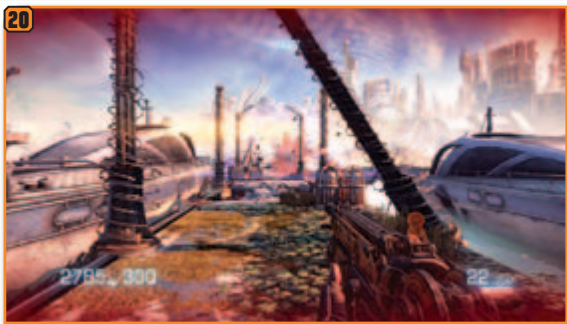
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Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Shocker	Hard	N/A	Kill an enemy by flinging him into a source of electricity	100
Voodoo Doll	Hard	N/A	Kill an enemy by flinging him into a sharp metal object	100

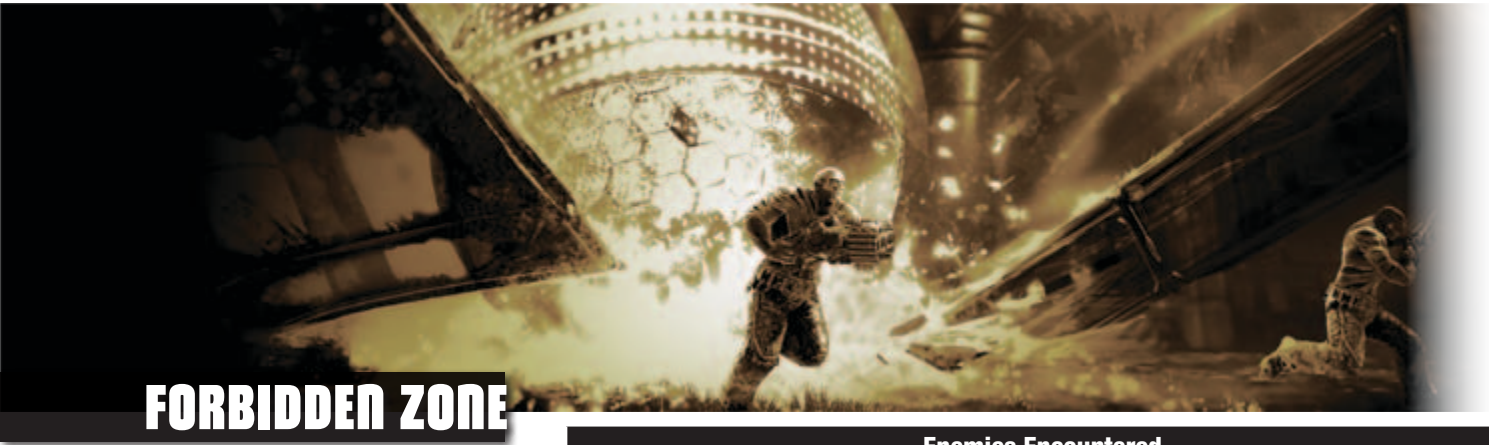


**18** **19** While crossing the first pier, slide into the two creeps and knock them into the water for Fish Food skillshots. Next, rush to the harbormaster building and unleash a Thumper attack to smash the creeps inside into the ceiling for multiple Flyswatter skillshots. You can also slide into enemies here, knocking them into the exposed wiring for Shocker skillshots. In the nearby courtyard, you can target a hotdog cart to score Sausage Fest skillshots. Or unleash another Thumper to knock the creeps into the air, then blast one of the airborne barrels for Fertilizer skillshots. In the next building, access a dropkit and stock up on ammo for the next phase of the level—the Flailgun and Boneduster are ideal for the fighting ahead.



**20** The next piers are swarming with creeps, so look for opportunities to take out several at a time. The Flailgun is ideal for blasting large groups of enemies, scoring you Gang Bang skillshots. The Boneduster's charged shot can vaporize multiple targets for Burn skillshots. Also, slide into creeps then kick them into the barbed wire wrapped around the vertical poles for Voodoo Doll skillshots. Another hotdog cart can be utilized to score more Sausage Fest skillshots.

**21** As you cross the final pier, target the red barrels around the next building to score Enviro-Mental skillshots. Also, if creeps take refuge in the dark harbor-master building, consider unleashing another Thumper for Flyswatter skillshots. There are also exposed wires inside the building you can leverage for Shocker skillshots. Before exiting the level, be sure to target the swarm of electroflies on the distant damaged pier. A charged shot from the Boneduster is the quickest way to eliminate the swarm, allowing you to reach the finish line with a healthy time bonus.



Enemies Encountered

  
Creep

  
Sniper

  
Skull

  
Shotgunner

  
Flaregunner

  
Berserker

  
Cannoneer

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Level Ratings	
Rating	Skillpoints
★	2,500
★★	4,500
★★★	6,500

Stars Required to Unlock: 7

Target Time: 5:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer
- Flailgun
- Boneduster
- Head Hunter

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Acid Rain	Medium	Boneduster	Vaporize two or more enemies in mid-air with a charged shot	50
Afterburner	Medium	N/A	Kill an enemy who is on fire	50
Enviro-Mental	Medium	N/A	Kill one or more enemies using an environmental explosive	50
Leak	Medium	N/A	Put a Nom parasite on an enemy's head then get a headshot	50
Nominated	Medium	N/A	Kill an enemy with a Nom parasite on his head	50
Fertilizer	Hard	Thumper	Explode two or more thumped enemies using an environmental explosive	100
Firefighter	Hard	Screamer	Ignite three or more enemies with a charged shot and kill them while they are burning	100
Homie Missile	Hard	Flailgun	Use a flail-wrapped airborne enemy to kill another enemy	100
Kick Off	Hard	N/A	Remove a miniboss's helmet, then when he's stunned again, kick his head off	100
Intoxicated	Hard	N/A	Kill an enemy while drunk on Nom juice	100
Pricked	Hard	N/A	Kill an enemy by flinging him into a cactus	100
X-Ray	Hard	PMC	Kill two or more enemies with a single charged shot	100



**22** In the first engagement you face off against a few creeps and a sniper. Kick a Nom parasite onto a creep's head, then unleash a Thumper attack to launch the creeps into the air. While the enemies are airborne, load a charged shot in the Boneduster and blast the creeps for an Acid Rain skillshot. You also earn a Nominated skillshot for killing the creep with the Nom parasite attached to his head. Quickly finish off any survivors by sliding around the street and blasting the enemies at close range, scoring Torpedo and Legless skillshots along the way. Once this area is clear, target the large ball-like sign on the street corner with the leash to jostle it loose, making it roll down the hill and clear a path through the roadblock.

**23** Pass through the evacuation camp and access the dropkit to stock up on ammo. Consider choosing the Boneduster and Flailgun for the next phase of this level. Before engaging the next set of enemies, search a nearby tent for a bottle of Nom juice. Being drunk for the next fight against a group of skulls and shotgunners can be difficult, but earning Intoxicated skillshots for each kill may be worth the challenge. A charged shot from the Screamer works well here, igniting multiple enemies and allowing you to score multiple Afterburner skillshots. If you're quick, you may even get a Firefighter skillshot.

**24** **25** Expect more resistance on your way to the park entrance. Utilize the cacti here to score Pricked skillshots by kicking skulls and berserkers into these prickly plants. Clear a path through the berserkers and skulls, then climb the nearby steps

to confront a flaregunner and a few more skulls. Wait until they're grouped close together, then unleash a Thumper attack. Once the enemies are launched, target an airborne trash can to blow them up and earn multiple Fertilizer skillshots.

**26** A cannoneer blocks the finish line to this level. The Flailgun makes it easy to destroy his backpack and armor. Simply wrap a flail around his torso and detonate it to explode his backpack. Follow up with charged shots from the PMC to stun him. After stunning him once, leash off his helmet. Stun him a second time, then kick him in the head for a Kick Off skillshot. Once he's down, pass through the nearby passage to complete the level.



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THE PARK

Level Ratings	
Rating	Skillpoints
★	3,500
★★	5,000
★★★	7,500

Enemies Encountered				
				
Skull	Shotgunner	Flaregunner	Chaingunner	Flailbomber

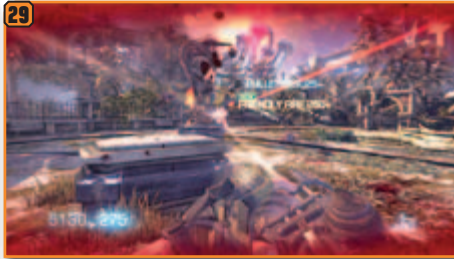
Stars Required to Unlock: 10

Target Time: 6:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer
- Flailgun
- Boneduster
- Head Hunter
- Bouncer

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Acid Rain	Medium	Boneduster	Vaporize two or more enemies in mid-air with a charged shot	50
Antidote	Medium	N/A	Kill an enemy who is infected by the puffball gas	50
Enviro-Mental	Medium	N/A	Kill one or more enemies using an environmental explosive	50
Letter Bomb	Medium	Head Hunter	Explode two or more enemies using a single charged bullet	50
Sausage Fest	Medium	N/A	Kill an enemy using a hotdog cart explosion	50
Toxic Love	Medium	N/A	Kill an enemy while infected by puffball gas	50
Bad Digestion	Hard	N/A	Cause a Venus man-eater to swallow something explosive	100
Feeder	Hard	N/A	Feed an enemy to a Venus man-eater	100
Exterminator	Hard	N/A	Kill an entire swarm of electroflies	100
Fertilizer	Hard	Thumper	Explode two or more thumped enemies using an environmental explosive	100
Hotshot	Hard	Head Hunter	Kill a dodging enemy by targeting a weak spot like the head or throat	100
Pricked	Hard	N/A	Kill an enemy by flinging him into a cactus	100



**27** At the start of the level, you face multiple skulls and shotgunners in a large plaza filled with trash cans. Initiate a Thumper attack to send the enemies skyward then blast the trash cans to score Fertilizer skillshots. Or if you have the Boneduster, vaporize the airborne enemies with a charged shot to score Acid Rain skillshots. More reinforcements show up at the back of the courtyard. Leash these enemies toward you, then kick them into a Venus man-eater for a Feeder skillshot. Also, try to feed one of the Venus man-eaters a trash can to score a Bag Digestion skillshot. On the path to the next plaza, leash and kick enemies into the cactus plants for Pricked skillshots.

**28** In the next plaza, access the dropkit and be sure to add a Head Hunter to your arsenal before the banshee helicopter attacks. As the helicopter moves within sight, take aim with the Head Hunter and target the door gunner—try to hit him in the head for a Hotshot skillshot. Hitting this enemy isn't critical, but it's a good way to score a few more points.

**29 30** Advance to the next plaza and immediately target the puffballs to release their gas. This nets you Antidote skillshots for every enemy you kill here. But don't let the skulls and flaregunners here turn your attention away from the incoming chaingunner. Leash and kick skulls toward the chaingunner while he's firing to score Friendly Fire skillshots. Once the skulls and flaregunners are eliminated, stun

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On the next path, access another dropkit and stock up on ammo, but keep the Head Hunter. On the steps ahead, two berserkers and a flailbomber come charging toward you. Detonate the flailbomber's explosives while he's near one of the berserkers to score a Bombshell skillshot. Next, take aim at the skulls and shotgunners on the steps with the Head Hunter. The enemies here are tightly grouped, making it easy to score Accident, Bluff, Letter Bomb, Premature, Shrapnel, and Early Retirement skillshots. Also, target the trash can on the left flight of steps to destroy a nearby electrofly swarm for an Exterminator skillshot.

More skulls and shotgunners wait to ambush you at the top of the steps. Utilize a hotdog cart to score some Sausage Fest skillshots. There are also several trash cans. Consider launching your foes into the air with a Thumper attack and blasting one of the airborne trash cans to blow them up, scoring Fertilizer skillshots. But if the explosion isn't enough to kill all the enemies, follow up with the PMC to score Trap Shooting skillshots. If the enemies are on fire when you kill them, you also earn Afterburner skillshots. There are also Venus man-eaters in this area, so feel free to feed a skull or shotgunner to one of these plants for a Feeder skillshot—just be careful you don't wander within range of the plant's long tongue yourself.



Level Ratings	
Rating	Skillpoints
★	2,500
★★	5,000
★★★	8,500

Enemies Encountered		
		
Skull	Berserker	Shotgunner

Stars Required to Unlock: 10

Target Time: 6:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer
- Flailgun
- Boneduster
- Head Hunter
- Bouncer

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Acid Rain	Medium	Boneduster	Vaporize two or more enemies in mid-air with a charged shot	50
Afterburner	Medium	N/A	Kill an enemy who is on fire	50
Pump Action	Medium	Boneduster	Get an enemy airborne, then blast him into an environmental hazard	50
Sadist	Medium	Flailgun	Wrap a flail around an enemy, but kill him before it explodes	50
Tenderizer	Medium	N/A	Kill an enemy using an elevator	50
Splatterpunk	Medium	Boneduster	Kill a downed enemy by blasting him against the floor	50
Vertigo	Medium	N/A	Send an enemy down a huge drop	50



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Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Ding Dong	Hard	N/A	Kill an enemy by opening the doors in the ceiling in the collapsed building	100
Homie Missile	Hard	Flailgun	Use a flail-wrapped airborne enemy to kill another enemy	100
Intoxicated	Hard	N/A	Kill an enemy while drunk on Nom juice	100
Shocker	Hard	N/A	Kill an enemy by flinging him into a source of electricity	100
Voodoo Doll	Hard	N/A	Kill an enemy by flinging him into a sharp metal object	100



**33 34** In the first room, there are only three skulls to contend with. So get your easy PMC skillshots like Bullet Kick, Bullet Slide, and Headshot out of the way. Also be sure to open the door in the ceiling with the leash to score a Ding Dong skillshot, causing rubble to smash your victim as the doors swing open. In the next debris-filled area, kick and leash skulls and berserkers into rebar for Voodoo Doll skillshots. You can augment these kills by setting your enemies on fire first with a flare from the Screamer. This earns you Afterburner skillshots with each kill.

**35** When you reach the chaingun turret, grab the weapon and charge toward the elevator tube while firing at the skulls, scoring Full Throttle skillshots along the way. Finally, interact with the elevator controls to call an elevator, causing it to smash into the skulls in the tube, earning you multiple Tenderizer skillshots.

**36** Pass through the next few halls, avoiding electrical wires along the way. Pick up a Boneduster and Flailgun from the next dropkit and be sure to swig from a nearby bottle of Nom juice before you enter the next room. Drunken kills earn you Intoxicated skillshots. Use a Thumper attack to launch a pair of skulls and a pair of berserkers into the air, then pick them off with a charged shot from the Boneduster for Acid Rain skillshots.

**37** The Boneduster comes in handy in the next corridor, too. Leash the skulls and shotgunners toward you, then blast them into rebar and electrical wires for Voodoo Doll and Shocker skillshots. You also earn Pump Action skillshots for blasting your enemies into environmental hazards. When the berserkers show up, blast them at close range, scoring Topless and Legless skillshots. Or knock one down to the ground and blast him at close range for a Splatterpunk skillshot.

**38** When you reach this area, you're close to the finish line. Wrap enemies with flails from the Flailgun and kick them through the open doors in the floor for Sadist and Vertigo skillshots. The Flailgun is also an easy way to score Grenade Gag, Minefield, and Homie Missile skillshots here. When the last four berserkers come charging at you, wrap the lead berserker with a flail, then detonate it as his buddies draw near for a multiple Gang Bang skillshots. When the room is clear, rush into hole in the wall ahead to end the level. You should be able to complete this level within approximately five minutes, earning you a nice time bonus.



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Level Ratings	
Rating	Skillpoints
★	3,000
★★★	6,000
★★★★★	9,000

Enemies Encountered

  
Skull

  
Berserker

  
Shotgunner

  
Cannoneer

  
Flailbomber

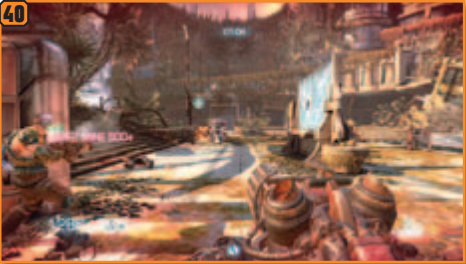
Stars Required to Unlock: 10

Target Time: 7:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer
- Flailgun
- Boneduster
- Head Hunter
- Bouncer

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Afterburner	Medium	N/A	Kill an enemy who is on fire	50
Antidote	Medium	N/A	Kill an enemy who is infected by the puffball gas	50
Friendly Fire	Medium	N/A	Kill an enemy by flinging him into the fire of another enemy	50
Parashoot	Medium	N/A	Leash an enemy out of a gyrocopter and kill him before he lands	50
Toxic Love	Medium	N/A	Kill an enemy while infected by puffball gas	50
Vertigo	Medium	N/A	Send an enemy down a huge drop	50
Exterminator	Hard	N/A	Kill an entire swarm of electroflies	100
Fertilizer	Hard	Thumper	Explode two or more thumped enemies using an environmental explosive	100
Hotshot	Hard	Head Hunter	Kill a dodging enemy by targeting a weak spot like the head or throat	100
Intoxicated	Hard	N/A	Kill an enemy while drunk on Nom juice	100
Skyjack	Hard	N/A	Kill a gyrocopter pilot while the vehicle is airborne	100
Smart Mine	Hard	Flailgun	Use a flail-wrapped standing enemy to kill an airborne enemy	100



**39** After exiting the elevator, drink the bottle of Nom juice on the nearby bench and engage the two skulls and shotgunner approaching down the steps to the right. While drunk on Nom juice, ignite the three enemies with a flare from the Screamer then pick them all off while they're burning. This is a good way to score Intoxicated, Enlightenment, Fast Draw, and Afterburner skillshots.

**40** Next, equip the Flailgun and rush toward Platform B, where you're greeted by more skulls, shotgunners, and a cannoneer. Leash skulls and shotgunners toward you, then kick them into the path of incoming cannonballs to score Friendly Fire skillshots. Wrap a flail around the cannoneer's torso to destroy his backpack, then stun him with a charged shot from the PMC. Leash off the cannoneer's helmet, stun him again, then either kick or leash his head off for Kick Off or Whiplash skillshots. Once the cannoneer is down, clear the platform with the Flailgun to score easy skillshots like Grenade Gag, Minefield, and Gang Bang. Also look for opportunities to wrap enemies with a flail, then kick them off the side of the platform for Sadist and Vertigo skillshots.



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**41** While Trishka works on the monorail terminal, access the nearby dropkit and exchange the Screamer for a Head Hunter. When the vulture gyrocopters appear in the distance, target the pilots with the Head Hunter to score Skyjack skillshots. But let one of the three gyrocopters get close enough so you can yank it out of the sky with the leash, allowing you to kill the falling pilot for a Parashoot skillshot.

**42** Next, turn your attention to a large group of shotgunners and flailbombers approaching from the right. Shoot the nearby puffballs to infect the enemies, then wrap the flailbombers with a flail. Detonating the flail while the wrapped enemy is near his buddies earns you Antidote, Bombshell, and Gang Bang skillshots. If you feel like a challenge, charge into a cloud of puffball gas yourself to

score Toxic Love skillshots with each kill. Given the large number of trash cans in this area, this is also a good venue for Fertilizer skillshots—unleash a Thumper and target one of the airborne trash cans to blow apart a few enemies. After defeating all the enemies here, advance to Platform A to eliminate the swarm of electroflies for an Exterminator skillshot.

**43** The last wave of enemies approaches from the left side of Platform B, so return to the monorail car to fend them off. Waves of berserkers and flailbombers rush the platform, followed by a cannoneer. The Flailgun is well suited for eliminating the charging berserkers and flailbombers, allowing you to score easy Gang Bang and Bombshell skillshots. When there's a lull in the attack, use the Head Hunter to explode the cannoneer's backpack. If the cannoneer reaches the platform, kill him with a Thumper attack. Not only does this earn you a Touchdown skillshot, but the Thumper also smashes any berserkers or flailbombers into the platform's awning, scoring you Flyswatter skillshots. Once these enemies are eliminated, rush into the monorail car to complete the level.



THE MALL

Level Ratings	
Rating	Skillpoints
★	4,000
★★	6,500
★★★	9,000

**Enemies Encountered**

  
Burnout

  
Muta-Burnout

Stars Required to Unlock: 11

Target Time: 6:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer
- Flailgun
- Boneduster
- Head Hunter
- Bouncer

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Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Afterburner	Medium	N/A	Kill an enemy who is on fire	50
Assplosion	Medium	N/A	Kill a burnout by shooting its ass growth	50
Fireball	Medium	Screamer	Shoot an enemy with a flare so it explodes and kills another enemy	50
Sausage Fest	Medium	N/A	Kill an enemy using a hotdog cart explosion	50
Vertigo	Medium	N/A	Send an enemy down a huge drop	50
Exterminator	Hard	N/A	Kill an entire swarm of electroflies	100
Intoxicated	Hard	N/A	Kill an enemy while drunk on Nom Juice	100
Homie Missile	Hard	Flailgun	Use a flail-wrapped airborne enemy to kill another enemy	100
Pricked	Hard	N/A	Kill an enemy by flinging him into a cactus	100
Steady Hand	Hard	N/A	Only hit the weak spot of a burnout and kill it	100
Sucker	Hard	N/A	Kill an enemy using a giant fan	100
Voodoo Doll	Hard	N/A	Kill an enemy by flinging him into a sharp metal object	100



**44** The Flailgun and Screamer are your best weapon choices of this level, so use them early on to explode the swarms of burnouts attacking you outside the mall. This is an easy way to score multiple Minefield, Gang Bang, and Afterburner skillshots. Also try to kick a few of the burnouts into the nearby cactus plants for Pricked skillshots. Or wrap them with a flail then kick them into a cactus for a Sadist bonus. Once the attack dwindles, move inside the mall and search the narrow corridor on the right for an electrofly swarm. Blast them all for an Exterminator skillshot.



**45** When you enter the boutique, consider drinking the bottle of Nom juice inside while engaging the first two burnouts for Intoxicated skillshots—kick them into rebar for Voodoo Doll skillshots. But wait to sober up before taking on the next waves of burnouts. Use the Flailgun and Screamer's flares liberally in this fight. Still, try to mix up your variety of kills. Wrap a flail around a burnout's head for a Grenade Gag skillshot. Or wrap a flail around a burnout, then kick him toward others before detonating it for a Homie Missile skillshot. Or simply shooting a flare from the Screamer in these tight quarters is enough to score you multiple Afterburner skillshots.



**46** Fight your way out of the store, blasting more burnouts with the Flailgun and Screamer. You can also kick burnouts off the left side of the walkway for Vertigo skillshots. Also, try to explode the hotdog cart at the bottom of the steps to score at least one Sausage Fest skillshot. Using the Screamer, try to take down a burnout with one shot to earn the Steady Hand skillshot. And also try to shoot a burnout in the ass for an Assplosion skillshot. At the dropkit, consider swapping out the Screamer for the Boneduster, but keep the Flailgun. Cut through the next store on the right and be ready to engage more burnouts at close range—impale them on rebar for Voodoo Doll skillshots.



**47** When you reach the crashed chopper, leash burnouts toward you and shoot them with the Boneduster, knocking them into the spinning rotor for Pump Action and Sucker skillshots. Keep knocking burnouts into the rotor until the muta-burnout makes his appearance. Quickly stun the miniboss by wrapping a flail around his body and detonating it. Once he's stunned, kick him toward the spinning rotor. It may take a couple of attempts to get him sucked into the chopper's rotor, scoring you the Minced Meat skillshot. Once the muta-burnout is eliminated, rush to the nearby stairs to complete the level.



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Level Ratings	
Rating	Skillpoints
★	1,500
★★	3,000
★★★	6,000

Enemies Encountered			
			
Skull	Flaregunner	Cannoneer	Shotgunner

Stars Required to Unlock: 12

Target Time: 4:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer
- Flailgun
- Boneduster
- Head Hunter
- Bouncer

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Antidote	Medium	N/A	Kill an enemy who is infected by the puffball gas	50
Friendly Fire	Medium	N/A	Kill an enemy by flinging him into the fire of another enemy	50
Leak	Medium	N/A	Put a Nom parasite on an enemy's head then get a headshot	50
Nominated	Medium	N/A	Kill an enemy with a Nom parasite on his head	50
Toxic Love	Medium	N/A	Kill an enemy while infected by puffball gas	50
Blind Fire	Hard	N/A	Kill someone while blinded by a flare	100
Halloween	Hard	N/A	Put a Nom on someone's head, then kick him into an electric object	100
Heads Up	Hard	N/A	Put a Nom parasite on an enemy's head then take his head off	100
Pricked	Hard	N/A	Kill an enemy by flinging him into a cactus	100
Scarecrow	Hard	N/A	Put a Nom parasite on an enemy's head, then impale him	100
Shocker	Hard	N/A	Kill an enemy by flinging him into a source of electricity	100
Touchdown	Hard	Thumper	Thump a stunned miniboss to his death	100



**48** As soon as you exit the cafe, nail the flaregunner ahead with a charged shot from the PMC. If possible, try to hit him in the head for an Overkill skillshot. Continue to the plaza crowded with skulls. Target the puffballs to infect the enemies, then begin kicking Nom parasites at them. While a skull has a Nom parasite on his head, leash him toward you then kick him into the nearby purple kiosk to score Antidote, Nominated, and Halloween skillshots. Next, attach a Nom to another skull's head and kick him into a cactus for a Scarecrow skillshot. The distant flaregunner is a constant annoyance, but his incoming flares can work to your advantage. Kick enemies into an incoming flare for a Friendly Fire skillshot. Or kill an enemy while blinded by a flare for a Blind Fire skillshot. But once you've had your fun with the flaregunner, take him out with a long-range shot from the Head Hunter.

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49 Before confronting the cannoneer at the end of the path, access the nearby dropkit and grab a Flailgun, if you don't have one already. Wrap the cannoneer with a flail and detonate it to destroy his backpack. Follow up by hitting him with a charged shot from the PMC to stun him, then finish him off with a Thumper attack to score a Touchdown skillshot. After initiating the Thumper, be sure to target any airborne skulls to score Trap Shooting skillshots.

50 The level's exit is guarded by a few more skulls and a pair of shotgunners. The nearby cactus plants are the ideal way to eliminate these guys, so leash them toward you and impale them on the cacti for Pricked skillshots. This is a quick level that you should have no problem finishing in under three minutes, netting you a nice time bonus.



Level Ratings	
Rating	Skillpoints
★	3,000
★★	5,500
★★★	8,000

Enemies Encountered			
			
Skull	Flaregunner	Chaingunner	Driller
			
Shotgunner	Cannoneer	Flailbomber	

Stars Required to Unlock: 12

Target Time: 7:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer
- Flailgun
- Boneduster
- Head Hunter
- Bouncer
- Penetrator

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Bombshell	Easy	N/A	Kill two or more enemies by exploding a flailbomber	25
Burn	Easy	Boneduster	Vaporize two or more enemies with a single charged shot	25
Afterburner	Medium	N/A	Kill an enemy who is on fire	50
Flyswatter	Medium	Thumper	Thump an enemy so he smashes into the ceiling or an impaler	50
Friendly Fire	Medium	N/A	Kill an enemy by flinging him into the fire of another enemy	50
Outburst	Medium	N/A	Push an enemy into the storm	50
Root Canal	Medium	Penetrator	Insert a drill into an enemy's head	50
Stomach Pump	Medium	N/A	Kill a miniboss by firing a charged drill into his stomach then kicking it	50
Twisted	Medium	Penetrator	Fire a drill into an enemy, but have him die through other means	50
Blind Fire	Hard	N/A	Kill someone while blinded by a flare	100
Firefighter	Hard	Screamer	Ignite three or more enemies and kill them while they are burning	100
Shish Kebab	Hard	Penetrator	Impale two or more enemies with a single drill	100



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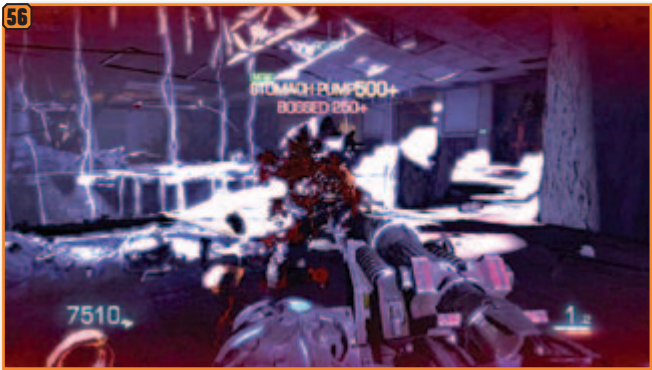
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**51** The gamma radiation leaking through this building is both a hazard and an opportunity. While moving through the first hall, leash and kick skulls out the window to the left to knock them out into the storm for Outburst skillshots. This is also a good place to get basic skillshots like Bullet Kick, Bullet Slide, and Headshot out of the way. Pay attention to the flaregunner at the far end of the hall. If possible, try to kick a skull into one of his incoming flares for a Friendly Fire skillshot. Or score a kill while blinded by an incoming flare for a Blind Fire skillshot. Finish off the flaregunner by sliding toward him and shooting him in the legs with the Boneduster to score both Torpedo and Legless skillshots.

**52** The fastest way to eliminate the chaingunner and skulls in the next room is with a charged shot from the Boneduster. Simply aim and fire in the direction of the chaingunner and skulls to vaporize them with one hit, earning you Bossed and Burn skillshots. But if you want more points from the chaingunner, stun him with charged shots from then PMC then focus on scoring Kick Off or Whiplash skillshots for the finisher. This only takes a few more seconds and yields a lot more points. You can now use the chaingunner's weapon to clear out the office area, scoring Full Throttle skillshots along the way.

**53 54** The chaingun's battery won't hold up for long while clearing out the office, so look for more opportunities to knock the skulls and flaregunners into the gamma radiation for Outburst skillshots. Leash them toward you, then blast them into the storm with the Boneduster for a Pump Action bonus. The Boneduster's charged shot is also great for taking out enemies hiding behind the cubicles. Target the trash cans to score Enviro-Mental skillshots and blast any flaming survivors to score Afterburner skillshots. A Thumper attack can also be effective, smashing enemies into the ceiling for Flyswatter skillshots. But once you clear the office of skulls and flaregunners, turn your attention to the incoming driller miniboss. Blast the blue generator on his chest with a charged shot from the PMC or Boneduster. Once he's stunned, finish him fast with a Thumper, scoring a Touchdown skillshot.

**55** In the next room, there's a huge hole in the ceiling with gamma radiation pouring through. Use this to your advantage by yanking skulls and shotgunners through the radiation with the leash to score more Outburst skillshots. Given the large number of enemies pouring into this room, this is also a good time to ignite some foes with a flare from the Screamer. This makes it easy to score Afterburner and possibly Firefighter and Gunslinger skillshots. Be sure to target the flaregunner on the opposite side of the room, but consider waiting until you've scored Blind Fire or Friendly Fire skillshots. Once the enemies are eliminated, visit the nearby dropkit in the adjoining hall and add the Penetrator and Flailgun to your arsenal.

**56** The Penetrator comes in handy in the next area. Use it to blast skulls into the storm, scoring you both Twisted and Outburst skillshots. Or hit a skull in the head for a Root Canal skillshot. If possible, try to line up to skulls with one drill to earn the Shish Kebab skillshot. But watch out for the cannoneer who arrives on the opposite side of the room. Quickly wrap a flail around his torso and detonate it to destroy

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his backpack. Next, load a charged shot into the Penetrator and shoot the cannoneer in the stomach. While the miniboss is stunned, kick the drill spinning in his gut to score a Stomach Pump skillshot.

**57** The last group of enemies consists of multiple flailbombers backed up by a single flaregunner. Hold your fire on the flailbombers until they enter the hall on the right. Once the first flailbomber emerges from the hall, target the nearby trash can to blow them up—this earns you multiple Bombshell and Afterburner skillshots. Or you can wrap the first flailbomber with a flail and detonate it to add the Gang Bang skillshot to your repertoire. Finally, wrap the flaregunner with a flail, then leash him into the storm to earn Gotcha, Sadist, and Outburst skillshots. Race into the adjoining hall to complete the level.



Level Ratings	
Rating	Skillpoints
★	4,000
★★	7,000
★★★	10,000

Enemies Encountered



SkullBerserkerShotgunnerFlaregunner



DrillerCannoneerFlailbomber

- Stars Required to Unlock: 15
- Target Time: 5:00
- Weapon Availability:
- Leash/Thumper
  - Peacemaker Carbine
  - Screamer
  - Flailgun
  - Boneduster
  - Head Hunter
  - Bouncer
  - Penetrator

Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Enviro-Mental	Medium	N/A	Kill one or more enemies using an environmental explosive	50
Flyswatter	Medium	Thumper	Thump an enemy so he smashes into the ceiling or an impaler	50
Kick of Doom	Medium	Bouncer	Kill an enemy by kicking a cannonball	50
Fertilizer	Hard	Thumper	Explode two or more thumped enemies using an environmental explosive	100
Fire in the Hole	Hard	N/A	While a miniboss is stunned, kick him from behind, then shoot him in the ass	100
Intoxicated	Hard	N/A	Kill an enemy while drunk on Nom juice	100
Sledgehammer	Hard	Bouncer	Kill three or more enemies with one charged cannonball	100
Smart Mine	Hard	Flailgun	Use a flail-wrapped standing enemy to kill an airborne enemy	100
Touchdown	Hard	Thumper	Thump a stunned miniboss to his death	100
Voodoo Doll	Hard	N/A	Kill an enemy by flinging him into a sharp metal object	100
Whiplash	Hard	N/A	Remove a miniboss's helmet, then when he's stunned again, leash his head off	100
Wingmen	Hard	Penetrator	Impale two or more airborne enemies with a single drill	100



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**58** At the start of this level, it's a good idea to bring along the Flailgun and the Penetrator. As you engage the first two skulls on the lower level, use a Thumper attack to launch them into the air. Next, hit one of the airborne skulls with a charged shot from the Penetrator, then guide him into the second airborne skull to score the Wingmen skillshot. Next, complete a reaction sequence to spot enemies racing through the hall on your left. Wrap one of the charging berserkers with a flail from the Flailgun to stop him. Next, kick the second berserker toward the one wrapped with a flail, then detonate it to score a Smart Mine skillshot. But watch out for the shotgunner and a few more skulls in the hall. Consider shooting the trash can to take them out with an Enviro-Mental skillshot. Or you can also hit them with a Thumper, causing them to crash into the hall's low ceiling for Flyswatter skillshots.

**59** Once it's clear, enter the hall and access the dropkit at the far end. Consider swapping out the Penetrator for a weapon of your choice, but hold onto the Flailgun for now. Assist Ishi and Trishka by taking out a few skulls and a shotgunner on the lower level. Explode one of the trash cans on the lower level to set a few enemies ablaze, then leash them up into the rebar sticking out of the walkway—this earns you both Afterburner and Voodoo Doll skillshots. Once the lower level is clear, press toward the cafe. Wait for the skulls, shotgunner, and flaregunner to take cover, then unleash a Thumper attack, targeting the red trash can. As everyone flies up into the air, shoot the red trash can to explode all the enemies for multiple Fertilizer skillshots. If any skulls survive, rush to the cafe table, drink the bottle of Nom juice, then finish off the survivors with Bullet Slides or Bullet Kicks, scoring Intoxicated skillshots with each kill.

**60** Proceed down the next hall, but don't rush over to the next dropkit just yet. Instead, take out the skulls guarding it by kicking a trash can in their direction for Enviro-Mental skillshots. Next, turn to the left to spot a driller miniboss marching in your direction. Wrap a flail around his torso and detonate it to explode the blue, glowing generator on his chest. With the generator destroyed, stun the driller by hitting him with another flail or a charged shot from the PMC. Once he's stunned (and all other enemies have been defeated) circle around the driller and perform a Fire in the Hole skillshot by shooting him in the ass with a charged shot from the PMC. Once this area is clear, access the nearby dropkit and consider adding the Bouncer to your arsenal—but keep the Flailgun as your second backup.

**61** Now turn your attention to the lower level, where Trishka and Ishi are pinned by a pair of cannoneers. It's easy to destroy their backpacks because their backs are turned. Focus on one miniboss at a time. Stun one of the cannoneers, then leash his helmet off. After stunning him a second time, leash his head off for a Whiplash skillshot. Now stun the second cannoneer and finish him off with a Thumper attack for a Touchdown skillshot.

**62** Now approach the opening gate to Terminal B while equipping the Bouncer and loading a charged shot. Lob the charged cannonball toward the group shotgunner and skulls. But watch out for a pair of rushing flailbombers. Kick the charged cannonball toward the flailbombers before they get too close for comfort. By kicking and leashing the charged cannonball along this walkway, you can score Sledgehammer and Kick of Doom skillshots. If there are any survivors left, finish them off with standard cannonballs. Go for Direct Hit, Bully, or Carpet Bombing skillshots. Once this group of enemies is eliminated, rush to the finish line downstairs by climbing over the sofa leading into the Executive Lounge.



JUMP

Level Ratings

Rating	Skillpoints
★	4,000
★★	6,500
★★★	9,000

Enemy Encountered



Heavy Echo

Stars Required to Unlock: 19

Target Time: 5:00

Weapon Availability:

- Leash/Thumper
- Peacemaker Carbine
- Screamer
- Flailgun
- Boneduster
- Head Hunter
- Bouncer
- Penetrator

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Recommended Skillshots				
Name	Difficulty	Weapon	Description	Skillpoints
Burn	Easy	Boneduster	Vaporize two or more enemies with a single charged shot	25
Ejeculated	Easy	N/A	Jettison the Heavy Echoes in the cargo holds	25
Chain Reaction	Medium	Flailgun	Slice two or more enemies in half using a flail charged shot	50
Discharged	Medium	N/A	Use a charged weapon to kill a Heavy Echo while he's charging his	50
Flyswatter	Medium	Thumper	Thump an enemy so he smashes into the ceiling or an impaler	50
Full Throttle	Medium	N/A	Use bullets to kill two or more enemies without letting go of the trigger	50
Meat Slicer	Medium	Flailgun	Slice an enemy in half while wrapping the flail around an object	50
Piledriver	Hard	Boneduster	Get an enemy airborne then smash him into a surface with a blast	100
French Revolution	Hard	Flailgun	Decapitate two or more enemies with a flail charged shot	100
Shocker	Hard	N/A	Kill an enemy by flinging him into a source of electricity	100



63 As soon as the door to the first loading bay opens, immediately unleash a Thumper attack. This smashes all the Heavy Echo shock troopers into the ceiling for Flyswatter



skillshots. But it can also electrocute the lone shock trooper standing on the crates, knocking him into the electrical wires hanging from the ceiling for a Shocker skillshot. If you kill all the shock troopers in this room with one Thumper, you can earn the Master of Disaster achievement/trophy for scoring more than 2,000 skillpoints at once. Once you've eliminated the enemies in the loading bay, pull the nearby switch to eject more shock troopers out the airlock for Ejeculated skillshots.

64 After clearing the loading bay, turn to the next set of doors to face the next wave of shock troopers backed by a chaingun turret. Quickly eliminate this group as the door opens, preferably with a flail from the Flailgun—try to wrap a flail around the chaingun turret to score a Meat Slicer skillshot then detonate it for a Gang Bang skillshot. If there are any survivors, wait until they load a charged shot, then hit them with a charged shot of your own to score a Discharged skillshot. If you're using the PMC, try to hit them in the head for an Overkill bonus or hit them quickly for a Boned skillshot.



65 Now grab the chaingun and rampage through the next corridor, mowing down all shock troopers that get in your way. Hold down the trigger as you rake the weapon across multiple enemies, scoring Headshot and Full Throttle skillshots. Also, explode the red barrels in the corridor to earn Enviro-Mental skillshots. But the Flailgun, Boneduster, and Thumper attack are equally effective in this corridor. Use the Flailgun to score Grenade Gag, Minefield, and Homie Missile skillshots. Or load a charged shot in the Boneduster for Burn skillshots. A Thumper attack can also earn you more Flyswatter skillshots. While using the chaingun is the fastest way to cut through the enemies in the corridor, you can earn more points by targeting each enemy you encounter with a new skillshot from your selected weapons.



66 In the final loading bay, clear out the enemies on the floor and the two shock troopers manning the chainguns. Take your time and maximize your skillpoints. If possible, try to knock enemies into the electrical wires on the right side of the room for Shocker skillshots. Or use the PMC, Flailgun, and Boneduster to earn new skillshots you haven't used yet, including easy ones like Bullet Slide, Bullet Kick, Topless, Torpedo, and Legless. When it comes time to defend the room while Ishi hacks the exit, limit the use of the two chainguns. Instead, find more lucrative ways to defeat the incoming shock troopers. Wait until the room is full, then use a Thumper attack the smash the enemies into the ceiling for multiple Flyswatter skillshots. Shoot the barrels on the floor to score more Enviro-Mental skillshots, then shoot the surviving, flaming enemies for Afterburner skillshots.

67 When the group of shock troopers flanks you from the right, drop the chaingun and load a charged shot in the Flailgun. Cut the enemies in half with the chain for a Chain Reaction skillshot, or decapitate at least two of them for a French Revolution skillshot. While it's faster to simply mow down the last enemies with the chainguns, it won't earn you a wide variety of skillshots. So get creative and keep killing with skill until all the shock troopers are down for good, bringing the level to an end.



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# SKILLSHOTS

In *Bulletstorm*, there’s no question about it—your enemies will die. However, it’s entirely up to you to choose exactly how they die. Will they be blown to bits by an exploding trash can? Will they be impaled on a cactus while a parasite chomps on their head? Or will they be crushed by an out-of-control elevator? With over 100 skillshots at your disposal, each enemy you encounter presents a wide range of creative opportunities. In this chapter, we take a close look at every skillshot in the game, providing skillpoint values, unlock information, and tips for performing each. So if you’re looking for a specific skillshot, look no further.

Before diving into this information, here’s a brief description of what you’ll find in the following tables:

**Name:** This is the name of the skillshot. With the exception of the secret skillshots, all tables are alphabetized by the name of the skillshot for easy reference. The secret skillshots are listed chronologically, in the order in which they’re unlocked during the single-player campaign.

**Difficulty:** Skillshots are broken up into three difficulty levels—easy, medium, and hard. This reflects the complexity of the skillshot, as well as the skillpoints awarded.

**Skillpoints:** A skillshot’s difficulty determines how many skill-points it’s worth. There are two numbers listed with most of the skillshots. The first number shows how many skillpoints are awarded when you first unlock a skillshot—this is only awarded once. The second number shows the skillshot’s base value after it has been unlocked. If there is only one number, this skillshot can either only be performed once, or it yields the same value every time it’s performed.

**Team:** Many of the single-player skillshots can be performed during multiplayer Anarchy mode matches. Of these skillshots, many can be performed with a teammate. Team skillshots earn you and any teammate who contributes skillpoints. This is a great way to boost your team’s score when fighting through the waves of Anarchy mode.

**Unlocked:** Not all skillshots are available at the start of the game. This information shows you exactly when and where you can first perform a skillshot.

**Description:** This offers brief instructions on how to perform each skillshot. This is the same information that appears in the skillshot database.

**Tips:** This information expands on the description, offering more detailed instructions and the easiest way to perform each skillshot.

## GENERAL SKILLSHOTS



The general skillshots are the most common. For the most part, these skillshots don’t require specific weapons to accomplish. However, they may require unique environmental conditions. So always pay close attention to your surroundings and identify which skillshots are possible within each engagement. As with all skillshots, strive to perform those with a Hard difficulty to yield the most skillpoints possible. Or layer multiple skillshots per kill to really boost your score.

General Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Afterburner	Medium	250/50	Yes	Act 1: Chapter 3	Kill an enemy who is on fire	Exploding trash cans and the Screamer’s flare are the best way to set enemies ablaze. Then score kills while your enemies are engulfed in flames.
Antidote	Medium	250/50	No	Act 4: Chapter 2	Kill an enemy who is infected by puffball gas	Enemies infected by gas have a green cloud around them. Kill them while they’re still infected to get this skillshot.
Assplosion	Medium	250/50	No	Act 5: Chapter 2	Kill a burnout by shooting its ass growth	Kick a burnout to the ground first, then shoot him in the ass. But not all burnouts have a growth on their ass.
Bad Digestion	Hard	500/100	No	Act 4: Chapter 2	Cause a Venus man-eater to swallow something explosive	Kick a red barrel or trash can toward a Venus man-eater and watch it explode.
Blind Fire	Hard	500/100	No	Act 1: Chapter 3	Kill someone while blinded by a flare	Side-step an incoming flare, then while blinded, kill an enemy of your choice. You can also blind yourself with flares shot from the Screamer.
Bombshell	Easy	125/25	No	Act 2: Chapter 1	Kill two or more enemies by exploding a flailbomber	Shoot a flailbomber’s red explosive vest to detonate it near another enemy.
Bossed	Hard	750/250	Yes	Act 1: Chapter 2	Kill a miniboss	This is awarded anytime a chaingunner, cannoneer, or driller is killed, regardless of method.
Discharged	Medium	250/50	No	Act 7: Chapter 2	Use a charged weapon to kill a Heavy Echo while he’s charging his	Wait until a Heavy Echo’s PMC is glowing orange, then hit him with a charged shot of your own.

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Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips	
Enviro-Mental	Medium	250/50	No	Act 1: Chapter 1	Kill one or more enemies using an environmental explosive	Detonate red barrels or trash cans by shooting or kicking them toward large groups of enemies.	
Exterminator	Hard	500/100	Yes	Act 2: Chapter 1	Kill an entire swarm of electroflies	Shoot all six electroflies in a swarm. A single charged shot from the Boneduster can destroy an entire swarm.	
Fast Food	Hard	500/100	No	Act 2: Chapter 1	Ram an enemy to death with a hotdog cart	This is easiest when kicking the hotdog cart down a slope, such as the stairs in the park, early in Act 4, Chapter 2.	
Feeder	Hard	500/100	Yes	Act 4: Chapter 2	Feed an enemy to a Venus man-eater	Leash an enemy toward you, then kick him toward a plant. The enemy must not touch the ground before the plant eats him.	
Fertilizer	Hard	500/100	Yes	Act 1: Chapter 2	Explode two or more thumped enemies using an environmental explosive	Wait until multiple enemies gather around a red barrel or trashcan, then unleash a Thumper attack. Then as everything flies up into the air, target the barrel or trash can to kill the airborne enemies.	
Fire in the Hole	Hard	500/100	Yes	Act 1: Chapter 2	While a miniboss is stunned, kick him from behind, then shoot him in the ass	Kick the blue glowing plate of armor on a miniboss's backside while he's stunned, then shoot his exposed ass cheeks.	
First In Last Out	Hard	500/100	No	Act 1: Chapter 1	Get an enemy airborne, kill a different enemy, then kill the first before he lands	Thump an enemy into the air, kill a standing enemy, then target the thumped enemy, killing him before he lands.	
Flak	Hard	500/100	No	Act 1: Chapter 1	Destroy a gyrocopter using an indirect explosion	In the skulls hideout level (Act 1, Chapter 2) shoot the stacks of red barrels behind the hovering vulture gyrocopter. You can also earn this by exploding a Head Hunter's charged bullet near a gyrocopter.	
Fly Guy	Hard	500/100	Yes	Act 2: Chapter 1	Kill an enemy by flinging him into a swarm of electroflies	Leash or kick an enemy into a swarm of electroflies. The swarm must be relatively low to the ground; otherwise, consider using a Thumper.	
Flyswatter	Medium	250/50	No	Act 2: Chapter 1	Thump an enemy so he smashes into the ceiling or an impaler	Unleash a Thumper attack in a room with a low ceiling.	
Friendly Fire	Medium	250/50	Yes	Act 1: Chapter 3	Kill an enemy by flinging him into the fire of another enemy	Leash or kick an enemy into the incoming fire of a miniboss or flaregunner.	
Full Throttle	Medium	250/50	No	Act 1: Chapter 1	Use bullets to kill two or more enemies without letting go of the trigger	This is easiest with the chaingun. Simply hold down the trigger and rake it across multiple enemies.	
Gotcha	Medium	250/50	Yes	Act 1: Chapter 3	Leash a creep or flaregunner and kill them in mid-air	You must stun your targets first, preferably by shooting them in the legs, prior to leashing them. This also works against creep snipers.	
Graffiti	Easy	125/25	Yes	Act 1: Chapter 1	Kill an enemy by kicking him against a surface	While an enemy is standing or airborne, kill him by kicking him against a wall.	
Heads Up	Hard	500/100	Yes	Act 4: Chapter 1	Put a Nom parasite on an enemy's head, then take his head off	This is a modified Mercy skillshot. Put a Nom on the enemy's head, shoot him in the crotch, then kick his head off.	
Intoxicated	Hard	500/100	No	Act 2: Chapter 1	Kill an enemy while drunk on Nom juice	Simply drink a bottle of Nom juice and kill an enemy. However, your vision is blurred and your movements are distorted while under the influence.	
Kick Off	Hard	750/250	Yes	Act 1: Chapter 2	Remove a miniboss's helmet, then when he's stunned again, kick his head off	You need to stun a miniboss twice to perform this one. After the first stun, leash his helmet off. After the second stun, kick him in the head.	
Killer News	Hard	500/100	No	Act 2: Chapter 1	Kill someone with the explosion of a newsbot	At close range, kick a newsbot into an enemy. Or if an enemy is standing close to a newsbot, shoot the newsbot until it explodes, killing the enemy.	
Leak	Medium	250/50	Yes	Act 4: Chapter 1	Put a Nom parasite on an enemy's head then get a headshot	While an enemy has a Nom attached to his head, shoot the Nom repeatedly.	
Nominated	Medium	250/50	No	Act 4: Chapter 1	Kill an enemy with a Nom parasite on his head	Kill an enemy with a Nom on his head. Cannot be layered with Leak or Scarecrow.	
Parashoot	Medium	250/50	No	Act 1: Chapter 2	Leash an enemy out of a gyrocopter and kill him before he lands	Target a vulture gyrocopter with the leash to rip the pilot out of his seat, then shoot the pilot in the head before he touches the ground.	



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Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Pricked	Hard	500/100	Yes	Act 1: Chapter 1	Kill an enemy by flinging him into a cactus	Slide, kick, or leash an enemy into a cactus plant.
Sausage Fest	Medium	250/50	Yes	Act 2: Chapter 1	Kill an enemy using a hotdog cart explosion	Shoot a hotdog cart until it explodes, killing any nearby enemies and sending others flying into the air.
Scarecrow	Hard	500/100	Yes	Act 4: Chapter 1	Put a Nom parasite on an enemy's head then impale him	While a Nom is attached to an enemy's head, kick him into rebar, spikes, or a cactus plant.
Shocker	Hard	500/100	Yes	Act 1: Chapter 2	Kill an enemy by flinging him into a source of electricity	Slide, kick, or leash an enemy into any electrified object.
Skyjack	Hard	500/100	No	Act 1: Chapter 2	Kill a gyrocopter pilot while the vehicle is airborne	This is easiest with the Head Hunter. Simply guide a bullet into the pilot for the kill.
Slam Dunk	Medium	250/50	Yes	Act 2: Chapter 1	Smash an airborne enemy into the ground using the Thumper	While it's possible to thump an enemy who has been kicked or leashed, it's easiest to do this to an enemy who has already been thumped high into the air.
Stomach Pump	Medium	250/50	Yes	Act 6: Chapter 1	Kill a miniboss by firing a charged drill into his stomach then kicking it	You don't have to stun a miniboss first to pull this off. Simply fire a Penetrator's charged shot into their gut, then kick the drill.
Touchdown	Hard	500/100	Yes	Act 2: Chapter 1	Thump a stunned miniboss to his death	Once a miniboss is stunned, unleash a Thumper to kill him.
Toxic Love	Medium	250/50	No	Act 4: Chapter 2	Kill an enemy while infected by puffball gas	Stand next to a puffball and shoot it to infect yourself. This causes the screen to turn green. Any kills scored during the infection earn you the skillshot.
Trap Shooting	Medium	250/50	Yes	Act 2: Chapter 1	Use bullets to kill a thumped enemy	Thump an enemy (or enemies) then kill them with the PMC, Screamer, or chaingun before they hit the ground.
Vertigo	Medium	250/50	Yes	Act 1: Chapter 2	Send an enemy down a huge drop	Slide, kick, or leash an enemy, causing him to fall a great distance.
Voodoo Doll	Hard	500/100	Yes	Act 1: Chapter 1	Kill an enemy by flinging him into a sharp metal object	Slide, kick, or leash an enemy so he's impaled on rebar or other sharp metal objects.
Whiplash	Hard	750/250	Yes	Act 1: Chapter 2	Remove a miniboss's helmet, then when he's stunned again, leash his head off	Stun a miniboss twice. On the first stun, remove his helmet with the leash. On the second stun, leash his head off.

## WEAPON SKILLSHOTS



In addition to the general skillshots, every weapon has ten unique skillshots you can perform. There are two types of weapon skillshots—standard and charged. Standard skillshots can be performed using a weapon's regular ammo—this can be purchased from dropkits, picked up from ammo boxes, or grabbed from dead enemies. Charged skillshots require you to use the weapon's charge shot capability. The charge shot functionality must be upgraded at a dropkit and individual charged shots must be purchased. Charged shots aren't cheap, so make each one count, and always try to perform a skillshot with them to maximize your skillpoints.

PMC Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Boned	Easy	125/25	No	Act 1: Chapter 2	Kill an enemy within a moment of getting them in your sights using a charged shot	Load a charged shot, then quickly take aim and fire at an enemy in quick succession. Can be layered with Overkill and X-Ray.
Bullet Kick	Easy	125/25	Yes	Act 1: Chapter 1	Kick an enemy and shoot him to death in mid-air	Kick an enemy to knock him into the air, then shoot and kill him before he hits the ground. Layer with Headshot when possible.
Bullet Slide	Easy	125/25	Yes	Act 1: Chapter 1	Slide an enemy and shoot him to death in mid-air	Slide into an enemy then shoot and kill him before he hits the ground. Layer with Headshot when possible.
Gag Reflex	Medium	250/50	No	Act 1: Chapter 1	Kill an enemy with a shot to the throat	Take careful aim at an enemy's throat and shoot him until the skillshot is achieved.

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PMC Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Headshot	Easy	125/25	No	Act 1: Chapter 1	Kill an enemy with a shot to the head	Repeatedly shoot an enemy in the head until their skull explodes.
Mercy	Hard	500/100	Yes	Act 1: Chapter 1	Shoot an enemy in the balls and kick or shoot his head off	Shoot an enemy in the groin until he clutches his crotch with both hands. At this point, kick him in the head. Can be layered with Overkill.
Overkill	Medium	250/50	No	Act 1: Chapter 2	Execute a headshot with a charged shot	It's possible to layer this with Boned and X-Ray, given the proper setup.
Rear Entry	Medium	250/50	No	Act 1: Chapter 1	Kill an enemy by shooting him in the ass	Target an enemy's butt while he's on the ground or flying through the air.
Trip Wire	Medium	250/50	Yes	Act 1: Chapter 1	Shoot a running enemy in the legs to trip him, then finish him off on the ground	Once you trip an enemy, you must kill him before he gets up. Can be layered with other skillshots requiring enemies to be on the ground.
X-Ray	Hard	500/100	No	Act 1: Chapter 2	Kill two or more enemies with a single charged shot	This is easiest against berserkers charging at you in a single-file formation. Can be layered with Boned and Overkill.

Screamer Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Enlightenment	Medium	250/50	No	Act 2: Chapter 1	Shoot an enemy in the head with a flare and let it explode	This is best attempted at close range, as the flare is very inaccurate. Can be layered with other flare-based skillshots.
Fast Draw	Medium	250/50	No	Act 1: Chapter 3	Kill an enemy the moment you have him in your sights	Aim then shoot an enemy in quick succession. Try this against weak or injured enemies for the required lethal results.
Fireball	Medium	125/25	No	Act 2: Chapter 1	Shoot an enemy with a flare so it explodes and kills another enemy	Target large clusters of enemies, like burnouts, to score this skillshot.
Firefighter	Hard	500/100	Yes	Act 2: Chapter 1	Ignite three or more enemies with a flare and kill them while they are burning	Shoot a flare toward a large group of enemies, then as they burn, quickly shoot them with the Screamer. You need at least three kills to pull this one off.
Fireworks	Medium	250/50	Yes	Act 2: Chapter 1	Using a flare, explode an enemy who is 20 meters or higher in the air	Load a charged shot, thump an enemy into the air, then shoot them with the flare.
Gunslinger	Hard	500/100	No	Act 1: Chapter 3	Score two or more Fast Draws or Snapshots in a row	Injure some enemies first with your PMC, then attempt multiple Snapshots with the Screamer, preferably at close range against skulls, berserkers, or flaregunners.
Misfire	Medium	250/50	Yes	Act 2: Chapter 1	Flare an enemy but kill him before the flare explodes	While an enemy is standing in front of rebar or a cactus, hit him with a flare. This causes him to fly back and get impaled before the flare explodes.
One Hit Wonder	Easy	125/25	No	Act 1: Chapter 3	Perform a clean execution by using only a single bullet to kill the enemy	Hit an enemy in the head at close range with a single bullet. Or shoot a burnout's orange growth. This can also earn you the Steady Hand skillshot.
Snapshot	Medium	250/50	No	Act 1: Chapter 3	Kill an airborne enemy the moment you have him in your sights	Leash an enemy toward you, then aim and shoot in quick succession to kill the airborne enemy.
Surgeon	Medium	250/50	Yes	Act 1: Chapter 3	Kill an enemy by shooting only one single limb repeatedly	Shoot an enemy in the same limb until he dies.

Flailgun Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Chain Reaction	Medium	250/50	No	Act 5: Chapter 2	Slice two or more enemies in half using a flail charged shot	When rushed by several berserkers, fire a charged shot at torso level to cut them in half. Make sure no other objects interfere with the flight path of the flail.
French Revolution	Hard	500/100	No	Act 5: Chapter 2	Decapitate two or more enemies with a flail charged shot	When rushed by several berserkers, fire a charged shot at head level to lop off their heads. Make sure no other objects interfere with the flight path of the flail.

Gang Bang	Easy	125/25	No	Act 2: Chapter 1	Kill two or more enemies with a single flail explosion	Wrap a flail around one enemy, then wait until at least one other enemy moves nearby before detonating it. Can be layered with other flail-based skillshots.
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Flailgun Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Grenade Gag	Easy	125/25	No	Act 2: Chapter 1	Wrap a flail around the head of an enemy and explode it	At close range, wrap a flail around an enemy's head. Can be layered with other flail-based skillshots.
Head Slicer	Hard	500/100	No	Act 2: Chapter 1	Decapitate an enemy while wrapping the flail around an object	Look for an enemy hiding behind cover, then target the piece of cover with a flail. If the flail attaches at head level, the enemy will be decapitated.
Homie Missile	Hard	500/100	Yes	Act 2: Chapter 1	Use a flail-wrapped airborne enemy to kill another enemy	Wrap a flail around an enemy, then kick him toward a standing enemy. Detonate the flail while the kicked enemy is still in the air to score the skillshot.
Meat Slicer	Medium	250/50	No	Act 2: Chapter 1	Slice an enemy in half while wrapping the flail around an object	Like Head Slicer, shoot a flail at an enemy hiding behind cover. If the flail attaches to the cover at torso level, he'll be cut in half.
Minefield	Easy	125/25	No	Act 2: Chapter 1	Kill an enemy by exploding a flail attached to a surface	Shoot a flail on the ground, then detonate it as an enemy (or enemies) move next to it.
Sadist	Medium	250/50	Yes	Act 2: Chapter 1	Wrap a flail around an enemy but kill him before it explodes	Wrap an enemy with a flail, then kill him by impaling him, shooting him with another weapon, or kicking him off a cliff before the explosives detonate.
Smart Mine	Hard	500/100	Yes	Act 2: Chapter 1	Use a flail-wrapped standing enemy to kill an airborne enemy	Wrap an enemy with a flail, then leash a second enemy. Kick the leashed enemy toward the flail-wrapped enemy and detonate the explosives.

Boneduster Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Acid Rain	Medium	250/50	No	Act 5: Chapter 3	Vaporize two or more enemies in mid-air with a single charged shot	Thump a large group of enemies, then blast them with a charged shot before they hit the ground.
Burn	Easy	125/25	No	Act 5: Chapter 3	Vaporize two or more enemies with a single charged shot	Load a charged shot and blast multiple enemies at close range, whether they're behind cover or not.
Juggler	Hard	500/100	Yes	Act 2: Chapter 2	Blast an airborne enemy twice, then kill him before or on landing	Leash an enemy toward you, then blast him twice. The second shot must kill him, or it at least must knock him into an environmental hazard. Can be layered with other Boneduster skillshots.
Legless	Easy	125/25	No	Act 2: Chapter 2	Blow the legs off an enemy	At close range, blast an enemy's legs off. Best layered with Torpedo.
Piledriver	Hard	500/100	Yes	Act 2: Chapter 2	Get an enemy airborne, then smash him into a surface with a shotgun blast	Leash an enemy toward you, then blast him against a non-impaling surface, such as a wall. Can be layered with Juggler and Torpedo.
Pump Action	Medium	250/50	Yes	Act 2: Chapter 2	Get an enemy airborne, then shotgun blast him into an environmental hazard	Slide, kick, or leash an enemy into the air, then blast him into any environmental hazard.
Slugfest	Hard	500/100	No	Act 2: Chapter 2	Kill two or more enemies with one standard shot	At point-blank range, kill two enemies with one shot. This is best performed against berserkers or flaregunners and can be layered with Legless, Topless, Splatterpunk, and Piledriver.
Splatterpunk	Medium	250/50	No	Act 2: Chapter 2	Kill a downed enemy by blasting him against the floor	Shoot an enemy at close range before they can get up off the ground. Can be layered with Topless and Legless.
Topless	Easy	125/25	No	Act 2: Chapter 2	Blast away the top half of an enemy	Aim for an enemy's torso, and shoot him at point-blank range.
Torpedo	Medium	250/50	No	Act 2: Chapter 2	Kill an enemy by shooting him while sliding	Before contacting an enemy during a slide, shoot him with the Boneduster. Can be layered with Legless and Topless.

Head Hunter Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Accident	Medium	250/50	No	Act 3: Chapter 1	Shoot an enemy and have him die from hitting an environmental hazard	Strike an enemy while he's standing directly in front of rebar or a cactus. As he flies back, he's impaled.
Bluff	Medium	250/50	No	Act 3: Chapter 1	Kill an enemy who is not actually the chosen target of the bullet	Guide the bullet into a nearby enemy. But be careful not to guide the bullet too far off its targeted course. Can be layered with other bullet-based skillshots like Hotshot.
Broken Wings	Medium	250/50	No	Act 3: Chapter 1	Kill a thumped enemy with the guided bullet	Thump an enemy, then shoot and kill him before he hits the ground.

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Head Hunter Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Early Retirement	Hard	500/100	No	Act 3: Chapter 1	Kill an enemy controlled with a charged bullet before it explodes	Similar to Accident, strike an enemy with a charged bullet, then guide him into an environmental hazard before the bullet explodes.
Hotshot	Hard	500/100	No	Act 3: Chapter 1	Kill a dodging enemy by targeting a weak spot like the head or throat	Guide a bullet into an enemy's throat or head as he attempts to dodge.
Letter Bomb	Medium	250/50	No	Act 3: Chapter 1	Explode two or more enemies using a single charged bullet	Locate a tight cluster of enemies, then hit one with a charged bullet, killing at least two with the explosion.
Nutcracker	Medium	250/50	No	Act 3: Chapter 1	Kill an enemy by guiding a bullet into his balls	Guide a bullet into an enemy's crotch.
Premature	Medium	250/50	No	Act 3: Chapter 1	Explode a charged bullet to kill the target before it hits him	While guiding a charged bullet toward the target, explode the bullet just before striking the enemy. Can be layered with Letter Bomb.
Show Off	Easy	125/25	No	Act 3: Chapter 1	Kill an enemy from 10 meters without using the scope	Without aiming, fire a bullet at a distant enemy and score a kill. Can be layered with other bullet-based skillshots.
Shrapnel	Hard	500/100	No	Act 3: Chapter 1	Explode two or more airborne enemies using a single charged bullet	Thump a tight group of enemies then shoot one with a charged bullet. Once you strike your target, guide the enemy into another, then explode the bullet.

Bouncer Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Boom	Medium	250/50	No	Act 4: Chapter 1	Kill two or more enemies with one cannonball	Target a large cluster of enemies and kill at leas two with one cannonball. Can be layered with other Bouncer skillshots.
Bully	Medium	250/50	No	Act 4: Chapter 1	Detonate a cannonball to kill an enemy just after knocking him over with it	Hold down the trigger and bounce a cannonball into an enemy, knocking him down. Release the trigger as soon as the enemy is on the ground to explode the cannonball.
Carpet Bombing	Medium	250/50	No	Act 4: Chapter 1	Bounce a cannonball at least two times before killing an enemy with it	Hold down the trigger to bounce a cannonball at least twice before exploding it to kill an enemy. Can be layered with Bully and Direct Hit.
Direct Hit	Easy	125/25	No	Act 4: Chapter 1	Kill an enemy with a direct hit from the cannonball	At close range, press and release the trigger to strike an enemy with a cannonball, causing it to explode on contact.
Kick of Doom	Medium	250/50	Yes	Act 4: Chapter 3	Kill an enemy by kicking a cannonball	Kick a cannoneer's cannonballs at other enemies. Or launch a charged cannonball and kick it at enemies.
Lucky Shot	Hard	500/100	No	Act 4: Chapter 1	Kill an enemy with a cannonball that traveled over 100 meters without bouncing	Tilt the Bouncer up at a high angle and launch a cannonball at a distant enemy. Release the trigger after launch so the cannonball explodes upon making contact with the enemy.
Meat Fountain	Hard	500/100	No	Act 4: Chapter 1	Kill two or more airborne enemies with one cannonball	Leash and/or kick two enemies into the air, then blast them with a cannonball at close range.
Money Shot	Easy	125/25	No	Act 4: Chapter 1	Kill an enemy by launching a ball at him and exploding it before it hits anything	Tilt the Bouncer upward and launch a cannonball toward a nearby enemy. Release the trigger just before the cannonball strikes the enemy or the ground to make it explode.
Sledge-hammer	Hard	500/100	No	Act 4: Chapter 3	Kill three or more enemies with one charged cannonball	Launch a charge cannonball then kick and leash it around until you score at least three kills. Can be layered with other Bouncer skillshots.
Trickshot	Medium	250/50	No	Act 4: Chapter 1	Kill an enemy with a cannonball bounced off a wall or obstacle	Hold down the trigger to bounce a cannonball around a corner or off another surface, then release the trigger so the cannonball explodes upon contact. Can be layered with Bully or Direct Hit.

Penetrator Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Air Strike	Hard	500/100	Yes	Act 6: Chapter 2	Impale a thumped enemy into a standing enemy	Thump an enemy into the air and hit him with a charged shot. Next, guide the airborne enemy into a standing enemy. Can be layered with Shish Kebab and Breakdance.
Breakdance	Easy	125/25	No	Act 6: Chapter 1	Drill an enemy into the ground	Shoot a grounded enemy with the Penetrator before he can get back up.
Drilldo	Hard	500/100	No	Act 6: Chapter 2	Ram two or more enemies during a slide with the charged weapon	Load a charged shot, then slide through a large group of enemies, such as berserkers. You need to kill at least two enemies during your slide to earn this skillshot.



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Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Fan-Tastic	Medium	250/50	No	Act 6: Chapter 1	Drill an enemy into the ceiling	While in a building, leash an enemy toward you, then fire a drill into him as he flies overhead, pinning him to the ceiling.
Mile High Club	Medium	250/50	No	Act 6: Chapter 1	Send an enemy into the sky	Thump an enemy, then hit him with a drill to launch him higher into the sky. Can be layered with Shish Kebab and Wingmen.
Root Canal	Medium	250/50	No	Act 6: Chapter 1	Insert a drill into an enemy's head	At close range, shoot a drill through an enemy's head. Can be layered with other Penetrator skillshots.
Shish Kebab	Hard	500/100	No	Act 6: Chapter 1	Impale two or more enemies with a single drill	Target a group of enemies in a single-file formation and skewer them with a drill. This is easiest against large groups of rushing berserkers. Can be layered with other Penetrator skillshots.
Stinger	Hard	500/100	Yes	Act 6: Chapter 2	Suspend a drilled enemy mid-air with a charged shot, then kick him into another enemy	Hit an enemy with a charged drill so his feet are lifted off the ground. Next, kick him into another enemy.
Twisted	Medium	250/50	Yes	Act 6: Chapter 1	Fire a drill into an enemy but have him die through other means	Hit an enemy with a drill while he's standing in front of an environmental hazard, such as rebar or a cactus. Can be layered with other Penetrator skillshots.
Wingmen	Hard	500/100	Yes	Act 6: Chapter 1	Impale two or more airborne enemies with a single drill	Thump a large group of enemies into the air, then line up your shot so you can skewer at least two of them with a single drill. Can be layered with other Penetrator skillshots.

SECRET SKILLSHOTS



The secret skillshots are not described in the game’s skillshot database, and most can only be performed at specific locations during the single-player campaign. Before starting a new chapter, study which secret skillshots can be performed at the location and look for opportunities to perform them. If you miss out on performing any of these skillshots, you can always replay a completed level to unlock them. The following table shows all the secret skillshots listed in the order in which they can be unlocked. If you use this table like a checklist as you play through the single-player campaign, you won’t miss any of the secret skillshots.

Secret Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Pancake	Medium	250/50	No	Act 1: Chapter 2	Kill an enemy by flattening him with the environment	In the skulls’ hideout, kick the overturned barriers to smash a few enemies.
Sucker	Hard	500/100	No	Act 2: Chapter 1	Kill an enemy using a giant fan	While traversing the rooftops, kick some enemies into the giant fans.
Kill-O-Watt	Medium	250/50	Yes	Act 2: Chapter 2	Push an enemy into an electric building in Mechaton's mini-city	Slide, kick, or leash enemies into the electrified buildings within the mini-city.
Mass Extinction	Medium	250/50	No	Act 2: Chapter 2	Stomp someone to death with the Mechaton	Move the Mechaton over an enemy to stomp them.
Fish Food	Medium	250/50	No	Act 3: Chapter 1	Kick an enemy into the water to be eaten by fish	At the marina, slide into some creeps on the pier to knock them into the water.
Floater	Hard	500/100	No	Act 3: Chapter 2	Kick an enemy into the streaming water	After the creep ambush at the dam, knock some enemies into the streaming water as you cross the bridge.
Man Toast	Hard	500/100	No	Act 3: Chapter 2	Kill an enemy using a reactor	In the dam’s reactor room, stun a creep with the PMC, then leash him over the top of one of the reactors.
Grinder	Hard	500/100	No	Act 3: Chapter 2	Kill an enemy by kicking him into the waterwheels	While escaping the dam, kick an enemy into one of the massive waterwheels.
Halloween	Hard	500/100	No	Act 4: Chapter 1	Put a Nom on someone's head, then kick him into an electric object	Attach a Nom to an enemy's head, then knock him into an electrified object.
Weed Killer	Hard	1,750	No	Act 4: Chapter 2	Kill the Hyper-Mutated Flytrap boss	At the end of the park level, defeat the stage’s boss and rescue Ishi.

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Secret Skillshots						
Name	Difficulty	Skillpoints	Team	Unlocked	Description	Tips
Ding Dong	Hard	500/100	No	Act 4: Chapter 3	Kill an enemy by opening the doors in the “ceiling” in the collapsed building	Early in the level, leash open the doors in the ceiling to smash an enemy with falling rubble.
Tenderizer	Medium	250/50	No	Act 4: Chapter 3	Kill an enemy using an elevator	After taking out the chaingun turret operator, rush to the elevator tube and hit the switch to call an elevator.
Steady Hand	Hard	500/100	Yes	Act 5: Chapter 2	Only hit the weak spot of a burnout and kill it	Kill a burnout with a single bullet by hitting one of its orange growths. Consider using the Screamer.
Minced Meat	Hard	1,250	No	Act 5: Chapter 2	Kill the first muta-burnout boss	Stun the muta-burnout and kick him into the spinning helicopter blades.
Dino-Sore	Medium	250/50	No	Act 5: Chapter 3	Every successful hit on Hekaton’s neck wound (helicopter section)	Use the banshee’s chaingun to target the red spot on the back of the Hekaton’s neck.
Outburst	Medium	250/50	Yes	Act 6: Chapter 1	Push an enemy into the storm	During the storm, knock an enemy into gamma radiation.
Forced	Hard	500/100	No	Act 6: Chapter 3	Kill an enemy by flinging him into an electromagnetic pulse barrier	In the Ulysses’ generator room, kick a burnout into one of the active EPF barriers
Grilled Meat	Hard	1,250	No	Act 6: Chapter 3	Kill the second muta-burnout boss	On the way to the bomb room in the Ulysses, stun the muta-burnout then kick him into the electrified wires at the end of the tunnel.
Ejeculated	Easy	125/25	No	Act 7: Chapter 2	Jettison the Heavy Echoes in the cargo holds	On the jumpship, throw a switch to eject several shock troopers.

MULTIPLAYER SKILLSHOTS



During the multiplayer Anarchy mode, you can perform most of the skillshots found in the single-player campaign. So it’s very beneficial to learn all the general and weapon-based skillshots before jumping online and joining a team. But Anarchy mode also adds a few new skillshots, emphasizing the teamplay aspects of the cooperative mode. Some of these skillshots require you to work closely with your teammates to pull them off. But each map also includes unique environmental skillshots you can perform either on your own or with the help of a teammate.

Multiplayer Skillshots			
Name	Skillpoints	Description	Tips
Barrels of Fun	150	A player kicks, leashes, or slides into an enemy, then a teammate kicks a barrel that explodes and kills the enemy	Wait for a teammate to knock an enemy into the air, then kick a barrel at the airborne enemy.
Blood Bath	150	On Turbine, use the juicer to kill an enemy	Leash or kick an enemy toward the juicer in the center of the map.
Blood Fountain	150	On Waterworks, use the river to kill an enemy	Knock an enemy into any of the water channels on the map.
Blood Symphony	250	A player kicks, leashes, or slides into an enemy while in Blood Symphony mode	Initiate Blood Symphony and slide through multiple enemies for big points.
Das Boot	100	You and at least one friend kick an enemy to death	With a teammate, kick an enemy back and forth until they die.
Double Penetration	100	Two players shoot an enemy and then the enemy dies	Use your PMCs to shoot the same enemy. Every teammate who scores a hit earns this skillshot when the enemy dies.
Fish Chow	150	On Junkyard, use the waterfall to kill an enemy	Knock an enemy into the waterfall on the upper or lower levels of the map.
Flattery	150	On Grand Central, use the elevators to kill an enemy	Push an enemy into an elevator shaft, then use the leash to pull down the elevator, crushing your victim.



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Multiplayer Skillshots			
Name	Skillpoints	Description	Tips
Ground Chuck	150	On Power Plant, use the grinder to kill an enemy	Knock an enemy into one of the spinning water wheels at the center of the map.
Heat Wave	150	Two players use PMC charged shots on a miniboss enemy at the same time	Coordinate with a teammate using a countdown, then hit the miniboss simultaneously with PMC charged shots.
Make a Wish	150	On Grand Central, use the fountain to kill an enemy	Knock an enemy into the electrified fountain in the middle of the map.
Man Crush	150	On Junkyard, use the crusher to kill an enemy	Slide, kick, or leash an enemy into the car crusher on the map's lower level. The crusher activates automatically when an enemy is inside.
Meatspin	150	On Grand Central, use the revolving doors to kill an enemy	Knock an enemy into the revolving doors on the map's perimeter.
Midnight Express	150	On Grand Central, use the monorail to kill an enemy	On the map's station platform, kick an enemy into an oncoming monorail.
Nom Nom Nom	150	On Dead Rock, use the dinosaur skull to kill an enemy	Knock an enemy into the skull's open mouth and watch it chomp down on your prey.
Not in Kansas	150	On Dead Rock, use the tornado to kill an enemy	Leash or kick an enemy into the swirling tornado in the center of the map.
Royal Flush	150	On Waterworks, use the tubes to kill an enemy	Knock an enemy into the water pouring out of one of the three tubes.
Savior	50	Kill an enemy that's attacking your teammate at close range	If a teammate is being pummeled at close range, kill the enemy performing the melee strikes.
Tug-O-War	50	Enemy leash-grabbed by two or more players at the same time	Identify a common enemy, then coordinate a simultaneous leashing by counting down from three.
Yoink	75	A player kicks, leashes, or slides into an enemy, then a teammate leashes the enemy away and kills him	Once a teammate has knocked an enemy into the air, leash the airborne enemy and kill him before he hits the ground.



In Anarchy mode, skillshots are worth their base value at all times, whether newly unlocked or not. However, you can boost this base value by performing a skillshot with a teammate. All team-based skillshots add 50 skillpoints to the base value. These skillpoints are awarded to all teammates involved in a team skillshot.

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

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# MULTIPLAYER

Ready to take the carnage and destruction to a whole new level? *Bulletstorm* offers a multiplayer component called Anarchy mode. In this cooperative online mode, you’re joined by up to three friends as you work together to fend off waves of enemies. But simply surviving each wave is not enough—you must kill with skill, utilizing a variety of individual and team-based skillshots to advance.

## ANARCHY MODE OVERVIEW

The gameplay mechanics of Anarchy mode are almost identical to those used in the single-player campaign. So if you’re comfortable with the controls, you should have no problem jumping into Anarchy mode. However, there are a few nuances you should be familiar with before you get serious about advancing through an entire wave. In this section we take a look at everything you need to know to get the most out of Anarchy mode, including info on team skillshots, team challenges, scoring, character customization, and upgrades. You can also earn a variety of achievements and trophies in this mode, listed in the following table. So even if you’ve mastered the single-player campaign, read up—working together with a group of trigger-happy, leash-waving teammates is a completely different experience.

Anarchy Mode Achievements/Trophies				
Icon	Name	Description	Gamerscore	Trophy
	Like a Boss	Defeat your first boss in Anarchy mode	5	Bronze
	Anarchy Master	Get 50,000 points in one wave in Anarchy mode	30	Bronze
	Team Player	Complete 200 team challenges in Anarchy mode	10	Bronze
	Final Echo	Achieve level 65 in Anarchy mode	40	Bronze
	Environment Master	Perform every Anarchy mode environmental skillshot	20	Bronze

## Wave-Based Combat



*At the start of a wave, the required score to advance is shown on this screen. This is the score your team must beat to advance to the next wave.*

of the map for a Not in Kansas skillshot worth 150 skillpoints. Identify these unique skillshots on each map and work together with your teammates to launch enemies into the environmental hazards.

### Team Skillshots

In Anarchy mode, performing skillshots is the key to advancing through each wave. All of the general and weapon-based skillshots from the single-player campaign still apply here, but with a unique twist. Most of the skillshots you’re already familiar with can be performed with a teammate. Any teammate involved in a skillshot earns points, making this a great way to boost your team’s score. For example, if one player slides into an enemy and another player shoots and kills that enemy in the air, both players earn a Team Bullet Slide skillshot. There are also some new skillshots exclusive to multiplayer. For instance, if two teammates shoot and kill a single enemy, both players earn the Double Penetration skillshot. So, as you can see, working together isn’t only a great way to boost your personal skillpoints, but it also goes a long way to boosting your team’s score. Study the following list of multiplayer skillshots and endeavor to perform them regularly during your online matches.

On each map, your team faces a total of 30 randomly spawned waves. Not only do you have to survive each wave, but you also have to score as many points as possible to advance. Each wave consists of a different variety and number of enemies, some even including multiple minibosses. In each wave you must defeat anywhere from 20 to 40 different enemies, but they don’t all attack at once. Enemies spawn on the perimeter of the map, usually in groups of six to ten. So stay on your toes and look for the best way to counter them. Most maps have unique environmental hazards you can harness to score gruesome and lucrative skillshots. For example, on the Dead Rock map, you can kick enemies into a massive tornado in the center



**If you’re planning to fight through 30 full waves of enemies, make sure you and your teammates have enough time. It can take up to two hours to complete a full Anarchy mode match. There’s no way to save your team’s progress in the middle of a match, so stock up on snacks and drinks beforehand.**



*Team skillshots are worth much more than standard individual skillshots, so work together with teammates to boost your team’s score as well as your skillpoints.*



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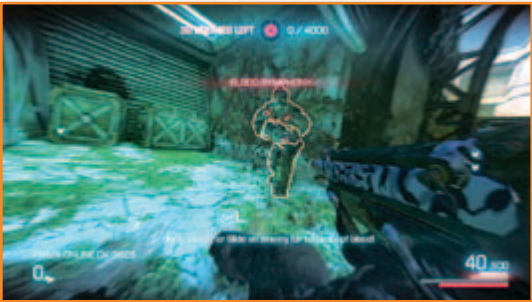
Multiplayer Skillshots		
Name	Description	Skillpoints
Das Boot	You and at least one friend kick an enemy to death	100
Double Penetration	Two players shoot an enemy and then the enemy dies	100
Tug-O-War	Enemy leash-grabbed by two or more players at the same time	50
Savior	Kill an enemy that's attacking your teammate at close range	50
Heat Wave	Two players use PMC charged shots on a miniboss enemy at the same time	150
Blood Symphony	A player kicks, leashes, or slides into an enemy while in Blood Symphony mode	250
Yoink	A player kicks, leashes, or slides into an enemy, then a teammate leashes the enemy away and kills him	75
Barrels of Fun	A player kicks, leashes, or slides into an enemy, then a teammate kicks a barrel that explodes and kills the enemy	150



Any team skillshot adds 50 skillpoints to the base value of all general, weapon, and multiplayer skillshots.

chance to strategize with a teammate. Its best to preserve these team challenge enemies until you’ve eliminated other enemies that may distract you while performing the challenge. Also, it’s best if only two teammates work on each challenge. If all four players get involved, it can lead to confusion and failure. So always identify who will be taking part in each team challenge before attempting it—you only need two players to pull off each team challenge. Team challenges occur throughout each wave and are a great way to boost your team’s score. The last enemy in each wave is always a team challenge and can often make the difference between advancing or repeating the same wave due to a low score. If the final enemy is marked as Last Chance, this means you must complete the team challenge to advance to the next wave. So always take your time with the last enemy, ensuring everyone on the team cooperates—or simply stays out of the way. Even if you don’t participate in a team challenge, you still earn the points if your team succeeds.

### Blood Symphony



During a Blood Symphony, kick, slide, or leash enemies for easy points.

As you progress through the waves, you’re awarded with an opportunity to go on a brutal killing spree known as Blood Symphony. When this option is made available, you’re notified onscreen. Click down on the right control stick to begin your Blood Symphony. During a Blood Symphony, you instantly kill anyone you slide, kick, or leash, essentially causing your victims to explode in a crimson mist. Every kill you score in this fashion earns you a Blood Symphony skillshot, worth 250 skillpoints each. But the Blood Symphony only lasts a few seconds, so make it count. These are best saved until the start of a new wave. Tell your teammates to back off, then go to work. Slides are the best way to score fast kills during this brief sequence, so initiate a slide into a large group of enemies and keep sliding until the Blood Symphony is over. You can increase the duration of each Blood Symphony by buying the power upgrades within the Personal Upgrades when shopping at a dropshop.

### Team Revive

As in the single-player campaign, your character can take some serious damage before succumbing to his wounds. But in multiplayer, you don’t really die—you just become incapacitated. While knocked out, you can only lie on the ground and ask your friends for assistance. Fortunately, they can revive you by performing a simple kick when near your body. So keep your eyes peeled for downed teammates. They’re relatively easy to spot thanks to a large column of red light highlighting their location. The longer a teammate is down, the less effective your team is, so don’t waste any time—find them and kick them back to life. Also, if everyone on your team is incapacitated at the same time, the wave ends in failure, forcing you to start over. You can increase your health and recovery rate by purchasing the defense upgrade within the Personal Upgrades when shopping at a dropshop. These upgrades greatly enhance how much damage you can take before becoming incapacitated.

### Team Challenges



During the latter waves of a match, successfully completing team challenges is a must to advance. So don’t let these enemies die in any other way than the method described.

During each wave you encounter some enemies marked with green text, requiring you to perform a specific team-based skillshot. These are team challenges and they’re worth a whopping 2,000 skillpoints each! For example, if one of these enemies is marked with a Bullet Kick skillshot, one teammate must kick the enemy while another shoots him as he flies through the air. If the enemy dies in any other way, the team challenge is considered a failure. So don’t attempt to kill these enemies until you have the



Downed teammates are easy to spot. Revive them quickly so they can get back in the fight.

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## Teamplay Tactics

Teamwork is the cornerstone to success in Anarchy mode, requiring constant communication and coordination. Here are a few tactics your team should consider before attempting to go the distance on any map.

**Buddy System:** It's easier to communicate with one teammate instead of three. For this reason, consider splitting your four-player team into two two-player squads. When you only have one teammate to communicate with, it's much easier to set up team-based skillshots, yielding big skillpoints for the whole team.

**Zone Defense:** Instead of scurrying all over the map, divide the map into two zones—this works well when employing the Buddy System tactic. Dividing the map into two zones helps eliminate confusion and prevents teammates from inadvertently stealing kills or interfering with team-based skillshots or team challenges.

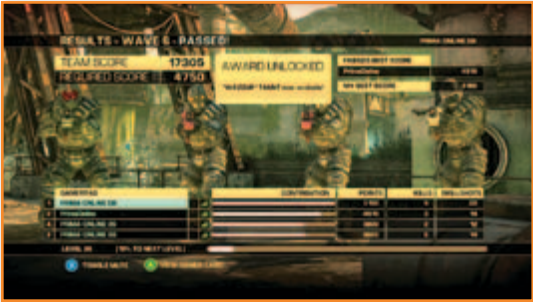
**Division of Labor:** Before beginning a match, determine which teammates will attack minibosses and which ones will tackle the team challenges. Each task only requires the focus of a couple of teammates, so it's a good idea to decide who is responsible for each. Those tasked with killing minibosses should always strive to score Kick Off or Whiplash skillshots to maximize skillpoints for the team.

**Weapon Diversification:** It's a good idea to deploy a variety of weapons throughout the match. So if you're buying a certain weapon, call it out so your teammates don't duplicate the purchase. Utilizing a diverse arsenal is a great way to score a wide variety of skillshots.

## Scoring



*Most skillshots can be combined with others, allowing you to rack up some serious points with each kill.*



*At the end of a wave, the player with the highest score performs a taunt. New taunt animations can be unlocked by leveling up.*

In Anarchy mode, it's best to think of your enemies as skillpoints waiting to be harvested. As in the single-player campaign and Echoes mode, aim to perform the most lucrative skillshot possible to eliminate each enemy you encounter. Simply shooting enemies until they die only earns you 10 skillpoints. Such kills may be enough to get through the first few waves of enemies, but as you progress, you need to perform a skillshot on every single enemy. Any skillpoints you earn by killing enemies is applied to your personal score and your team's score. So if all four players earn 1,000 skillpoints each, the team score is 4,000 skillpoints. The team score is important as you must reach a certain point threshold to advance through each wave. If your team score falls beneath this threshold, you must replay the wave until your team score exceeds the minimum required skillpoints to advance. Both your personal and team scores reset to zero at the start of each wave. However, any skillpoints you've earned are available to you throughout the duration of the match to purchase weapons and upgrades from dropshops.

At the end of a wave, the scoring screen appears showing the contribution of each teammate, including skillpoints earned and the number of kills and skillshots performed. This helps you see which teammates are pulling their own weight and which are slacking off the pace. Instead of berating underperforming teammates, help them boost their score. After all, it's in the best interest of the team for everyone to perform at their highest level. So monitor your teammates and help set up skillshots for them. For example, kick or leash enemies for them so they can either shoot them or boot them into an environmental hazard. Such team-based efforts provide both of you with skillpoints.

## Leveling and Character Customization



*Access the Customization screen from the Barracks option to alter the appearance of your online character.*

Every time your team completes a wave, you earn 1 XP for every skillpoint. XP is accumulated throughout every match you play, allowing you to level up. There are 65 different achievable levels in Anarchy mode, each with its own XP requirements and unlockable rewards. To view your current level, access the Barracks screen from Anarchy mode's main menu. Here you can see your level as well as your progress to the next level. You can also access the Anarchy mode leaderboards and statistics from this option. In the Customization screen, you can view and equip new unlocks you've earned through leveling up. Here you can alter the appearance of your online persona by making new selections in the following categories:



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PMC Skin: Customize the skin applied to your Peacemaker Carbine.

Helmet: Customize the type of helmet your character wears.

Character Skin: Customize the skin applied to your character's outfit.

Boots Skin: Customize the skin applied to your character's boots.

Anarchy Mode Levels and Unlocks				
Level	Level Title	Points Per Level	Total XP Required	Unlock
1	Skid Mark	N/A	N/A	N/A
2	Skid Mark	1,500	1,500	Animation: Hells Yeah
3	Skid Mark	7,500	9,000	PMC Skin: Forrest Grunt
4	Skid Mark	7,688	16,688	Boots: Forrest Grunt
5	Skid Mark	7,880	24,567	Animation: Victory
6	Fresh Meat	8,096	32,664	PMC Skin: Digital Killer
7	Fresh Meat	8,319	40,983	Animation: Fist Pump
8	Fresh Meat	8,548	49,530	Boots: Urban
9	Fresh Meat	8,783	58,313	Character Skin: Forest Grunt
10	Fresh Meat	9,024	67,338	Helmet: Bio-Engineer
11	Rookie	9,295	76,633	Animation: Pimp Hand
12	Rookie	9,574	86,207	PMC Skin: Black Soul
13	Rookie	9,861	96,068	Boots: Fanatic
14	Rookie	10,157	106,225	PMC Skin: Red Chameleon
15	Rookie	10,462	116,687	Helmet: Arachnid
16	Grunt	10,802	127,489	Animation: Step Up
17	Grunt	11,153	138,641	PMC Skin: Pink Flamingo
18	Grunt	11,515	150,157	Boots: Red Chameleon
19	Grunt	11,890	162,046	Character Skin: Grey Wolf
20	Grunt	12,276	174,322	Helmet: Android
21	Infantry	12,706	187,028	Animation: Up Yours
22	Infantry	13,150	200,178	PMC Skin: Blue Chameleon
23	Infantry	13,611	213,788	Boots: Blue Chameleon
24	Infantry	14,087	227,875	Character Skin: Cobalt
25	Infantry	14,580	242,455	Helmet: Cyborg
26	Specialist	15,127	257,582	Animation: Wazzup
27	Specialist	15,694	273,276	PMC Skin: Royal Killer
28	Specialist	16,282	289,559	Boots: Orange Chameleon
29	Specialist	16,893	306,452	Character Skin: Red Chameleon
30	Specialist	17,527	323,978	Helmet: Amphibian
31	Veteran	18,228	342,206	Animation: Oh Yeah
32	Veteran	18,957	361,163	PMC Skin: Moonlight
33	Veteran	19,715	380,878	Boots: Skull Boots

Animation: Customize the taunt animation your character performs when leading your team in points at the end of a wave.

Leash: Customize the color of your leash.

The following table lists every level and unlock available, including the amount of XP required to achieve each level.

Anarchy Mode Levels and Unlocks				
Level	Level Title	Points Per Level	Total XP Required	Unlock
34	Veteran	20,504	401,381	Character Skin: White Knight
35	Veteran	21,324	422,705	Helmet: Masked Cyborg
36	Captain	22,230	444,935	Animation: Rock Out
37	Captain	23,175	468,110	PMC Skin: Fanatic
38	Captain	24,160	492,269	Boots: Gold Digger
39	Captain	25,186	517,456	Character Skin: Blue Chameleon
40	Captain	26,257	543,713	Helmet: Insectoid
41	Operative	27,438	571,151	Animation: Power Cord
42	Operative	28,673	599,825	PMC Skin: Ice
43	Operative	29,964	629,788	Boots: Devil
44	Operative	31,312	661,100	Character Skin: Orange Chameleon
45	Operative	32,721	693,821	Helmet: Automaton
46	SpecOps	34,275	728,096	Animation: Suck It
47	SpecOps	35,903	763,999	PMC Skin: Angel
48	SpecOps	37,609	801,608	Boots: Clown
49	SpecOps	39,395	841,003	Character Skin: Gold Digger
50	SpecOps	41,266	882,269	Helmet: Phantom
51	Black Ops	43,330	925,599	Animation: Smack Dat
52	Black Ops	45,496	971,095	PMC Skin: Gold Digger
53	Black Ops	47,771	1,018,866	Boots: Phantom
54	Black Ops	50,159	1,069,025	Character Skin: Phantom
55	Black Ops	52,667	1,121,693	Helmet: Mechatron
56	Echo	75,000	1,196,693	Animation: Rodeo
57	Echo	77,063	1,273,755	PMC Skin: Demon
58	Echo	79,374	1,353,129	Animation: Shocker
59	Echo	81,954	1,435,083	PMC Skin: Phantom
60	Echo	84,822	1,519,906	Boots: Air Jaws
61	Echo	88,003	1,607,909	PMC Skin: Daydreamer
62	Echo	91,523	1,699,433	Animation: Bulletstorm
63	Echo	95,413	1,794,846	PMC Skin: Low Rider
64	Echo	99,707	1,894,552	Character Skin: Redrum
65	Final Echo	104,443	1,998,995	Helmet: Reptile

# Dropshop Upgrades



Connect to dropshops at the beginning of each wave to buy new weapons and upgrades.

## Personal Upgrades



Defense upgrades aren't cheap, but they greatly increase your health and recovery rate.

First on the dropshop list are the personal upgrades. These upgrades allow you to improve the durability, speed, and power of your character. There are nine different personal upgrades divided into three categories: defense, speed, and power. The defense upgrades increase your health and recovery rate, allowing you to absorb more damage before you're incapacitated, requiring a revive from a teammate. The speed upgrades increase your general movement speed and your slide speed. The power upgrades increase the damage dealt by your kicks and increases the duration of each Blood Symphony, giving you more time to score instant kills on your enemies. While it's nice to have more time in Blood Symphony sequences, increasing the damage of your kicks may have adverse consequences, such as killing an enemy with a simple kick, denying you and your teammates the opportunity to set up an elaborate skillshot. So if you max out your power upgrades, go easy on kicks, especially if you don't intend to kill an enemy. In such cases, slides are much more effective for launching enemies into the air.

## Leash Upgrades



In Anarchy mode, your leash must recharge for a few seconds before you can use it again.

At the very start of a match, every player begins with a leash and the Peacemaker Carbine as their primary weapon. You have no skillpoints to spend, so there are no opportunities to buy new weapons and upgrades at this point. But after the first wave and before start of the second, several dropshops appear, allowing you to buy new weapons, ammo, and upgrades. Dropshops function just like the dropkits from the single-player campaign, so interface with them using your leash. At the start of a wave, you only have 30 seconds to make your purchases, so leash a dropshop as quickly as possible and begin shopping. Once the 30 seconds as expired, all the dropshops explode, just before the arrival of the next wave. So spend your hard-earned skillpoints quickly, but wisely. And don't forget to communicate with your teammates—it's best to diversify your weapons and abilities.

Personal Upgrades		
Upgrade	Cost	Description
Defenses 1	1,500	Upgrade your defenses, increasing your health by 20% and your recovery rate by 15%
Defenses 2	4,500	Upgrade your defenses, increasing your health by 40% and your recovery rate by 30%
Defenses 3	7,500	Upgrade your defenses, increasing your health by 60% and your recovery rate by 45%
Speed 1	1,500	Upgrade your movement speed by 5% and your slide speed by 15%
Speed 2	3,000	Upgrade your movement speed by 10% and your slide speed by 30%
Speed 3	5,000	Upgrade your movement speed by 15% and your slide speed by 45%
Power 1	1,500	Upgrade your kick strength, increasing its damage by 15%, and increase your Blood Symphony duration by 10%
Power 2	3,000	Upgrade your kick strength, increasing its damage by 30%, and increase your Blood Symphony duration by 20%
Power 3	5,000	Upgrade your kick strength, increasing its damage by 45%, and increase your Blood Symphony duration by 30%

For the most part, the leash functions the same way in multiplayer as it does in the single-player campaign. However, there is a brief recharge implemented in multiplayer, requiring you to wait approximately six seconds for the leash to recharge before you can use it again. Investing in the three leash recharge upgrades reduces the recharge time significantly, allowing you to quickly deploy the leash with minimal downtime. The leash can also be upgraded to increase its Thumper capacity. By default, you can only buy a total of three Thumpers for your leash. But with the three Thumper capacity upgrades, you can increase the capacity to six.



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Leash Upgrades		
Upgrade	Cost	Description
Leash Recharge 1	2,000	Reduce the recharge rate of the leash to 5 seconds
Leash Recharge 2	4,500	Reduce the recharge rate of the leash to 4 seconds
Leash Recharge 3	6,000	Reduce the recharge rate of the leash to 3 seconds
Thumper Capacity 1	1,000	Upgrade the maximum number of Thumper charges the leash can store by 1
Thumper Capacity 2	3,000	Upgrade the maximum number of Thumper charges the leash can store by 2
Thumper Capacity 3	5,000	Upgrade the maximum number of Thumper charges the leash can store by 3

Weapon Upgrades



Always upgrade a weapon's ammo capacity at least once so you don't run of ammo in the middle of a wave.

Each weapon in multiplayer can be upgraded, increasing its ammo count, reload speed, and general effectiveness in combat. In all, each weapon has nine different upgrades in three categories: ammo capacity, speed, and power. The three ammo capacity upgrades increase the amount of ammo and charged shots you can carry for the selected weapon. In some instances, these upgrades can even increase the size of the weapon's clip. Speed-based upgrades improve the reload speed of the weapon and, in some instances, can even increase the weapon's rate of fire. Power upgrades increase the damage inflicted by the weapon. And in the case of explosive weapons like the Flailgun and Bouncer, the power upgrades also increase the blast radius of each flail or cannonball.



In multiplayer, you can only equip the PMC and one backup weapon. Instead of purchasing a variety of backup weapons, pick one and then spend the remainder of your skillpoints on upgrading it.

Peacemaker Carbine Costs and Upgrades

Buy Weapon: N/A

Buy Ammo Clip: N/A

Buy Charge: 150



Leash Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	1,000	Upgrade the clip size of the Peacemaker by 10, its maximum ammo by 60, and its charge shot capacity by 2
Ammo Capacity 2	2,500	Upgrade the clip size of the Peacemaker by 20, its maximum ammo by 120, and its charge shot capacity by 4
Ammo Capacity 3	4,500	Upgrade the clip size of the Peacemaker by 30, its maximum ammo by 180, and its charge shot capacity by 6
Speed 1	500	Upgrade the reload speed of the Peacemaker by 20% and its firing rate by 10%
Speed 2	1,500	Upgrade the reload speed of the Peacemaker by 35% and its firing rate by 20%
Speed 3	2,500	Upgrade the reload speed of the Peacemaker by 50% and its firing rate by 30%
Power 1	1,500	Upgrade the damage of the Peacemaker by 20%
Power 2	2,500	Upgrade the damage of the Peacemaker by 40%
Power 3	3,500	Upgrade the damage of the Peacemaker by 60%



Outside of charged shots, you never have to buy ammo for the PMC. The weapon is automatically restocked to its maximum ammo capacity at the start of every wave, free of charge.

Penetrator Costs and Upgrades

Buy Weapon: 2,000

Buy Ammo Clip: 100

Buy Charge: 400



Leash Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	3,000	Upgrade the ammo capacity of the Penetrator by 6 and its charge shot by 1
Ammo Capacity 2	4,500	Upgrade the ammo capacity of the Penetrator by 9 and its charge shot by 2
Ammo Capacity 3	5,500	Upgrade the ammo capacity of the Penetrator by 12 and its charge shot by 3
Speed 1	2,500	Upgrade the reload speed of the Penetrator by 20%
Speed 2	4,000	Upgrade the reload speed of the Penetrator by 40%
Speed 3	5,500	Upgrade the reload speed of the Penetrator by 60%
Power 1	3,000	Upgrade the damage of the Penetrator by 20% and increase the speed of the drill by 20%
Power 2	4,500	Upgrade the damage of the Penetrator by 35% and increase the speed of the drill by 40%
Power 3	6,000	Upgrade the damage of the Penetrator by 50% and increase the speed of the drill by 60%

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Flailgun Costs and Upgrades

Buy Weapon: 2,000  
Buy Ammo Clip: 200  
Buy Charge: 350



Leash Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	3,000	Upgrade the ammo capacity of the Flailgun by 6, and its charge shot capacity by 1
Ammo Capacity 2	4,000	Upgrade the ammo capacity of the Flailgun by 9, and its charge shot capacity by 2
Ammo Capacity 3	5,000	Upgrade the ammo capacity of the Flailgun by 12, and its charge shot capacity by 3
Speed 1	2,000	Upgrade the reload speed of the Flailgun by 10%
Speed 2	2,500	Upgrade the reload speed of the Flailgun by 20%
Speed 3	3,500	Upgrade the reload speed of the Flailgun by 30%
Power 1	2,000	Upgrade the damage of the Flailgun by 20% and explosion radius by 10%
Power 2	2,500	Upgrade the damage of the Flailgun by 40% and explosion radius by 15%
Power 3	4,000	Upgrade the damage of the Flailgun by 60% and explosion radius by 20%

Bouncer Costs and Upgrades

Buy Weapon: 2,000  
Buy Ammo Clip: 250  
Buy Charge: 450



Leash Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	3,000	Upgrade the clip size of the Bouncer by 1, its maximum ammo by 6, and its charge shot capacity by 1
Ammo Capacity 2	4,000	Upgrade the clip size of the Bouncer by 2, its maximum ammo by 9, and its charge shot capacity by 2
Ammo Capacity 3	5,000	Upgrade the clip size of the Bouncer by 3, its maximum ammo by 12, and its charge shot capacity by 3
Speed 1	2,000	Upgrade the reload speed of the Bouncer by 15%
Speed 2	3,000	Upgrade the reload speed of the Bouncer by 30%
Speed 3	4,000	Upgrade the reload speed of the Bouncer by 45%
Power 1	3,000	Upgrade the damage of the Bouncer by 20% and its explosion radius by 10%
Power 2	4,000	Upgrade the damage of the Bouncer by 40% and its explosion radius by 20%
Power 3	6,000	Upgrade the damage of the Bouncer by 60% and its explosion radius by 30%

Screamer Costs and Upgrades

Buy Weapon: 2,000  
Buy Ammo Clip: 100  
Buy Charge: 300



Leash Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	2,000	Upgrade the clip size of the Screamer by 1, its maximum ammo by 15, and its charge shot capacity by 2
Ammo Capacity 2	4,000	Upgrade the clip size of the Screamer by 2, its maximum ammo by 20, and its charge shot capacity by 4
Ammo Capacity 3	6,000	Upgrade the clip size of the Screamer by 3, its maximum ammo by 27, and its charge shot capacity by 6
Speed 1	2,000	Upgrade the reload speed of the Screamer by 10% and its firing rate by 10%
Speed 2	3,000	Upgrade the reload speed of the Screamer by 20% and its firing rate by 20%
Speed 3	4,500	Upgrade the reload speed of the Screamer by 30% and its firing rate by 30%
Power 1	1,500	Upgrade the damage of the Screamer by 15%
Power 2	3,000	Upgrade the damage of the Screamer by 30%
Power 3	4,000	Upgrade the damage of the Screamer by 45%

Boneduster Costs and Upgrades

Buy Weapon: 2,000  
Buy Ammo Clip: 100  
Buy Charge: 500



Leash Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	3,500	Upgrade the maximum ammo of the Boneduster by 12, and its charge shot capacity by 2
Ammo Capacity 2	5,000	Upgrade the maximum ammo of the Boneduster by 20, and its charge shot capacity by 3
Ammo Capacity 3	6,500	Upgrade the maximum ammo of the Boneduster by 28, and its charge shot capacity by 4
Speed 1	2,500	Upgrade the reload speed of the Boneduster by 15% and its firing rate by 40%
Speed 2	4,000	Upgrade the reload speed of the Boneduster by 25% and its firing rate by 80%
Speed 3	5,500	Upgrade the reload speed of the Boneduster by 35% and its firing rate by 120%
Power 1	3,000	Upgrade the damage of the Boneduster by 5%
Power 2	4,500	Upgrade the damage of the Boneduster by 10%
Power 3	6,000	Upgrade the damage of the Boneduster by 15%



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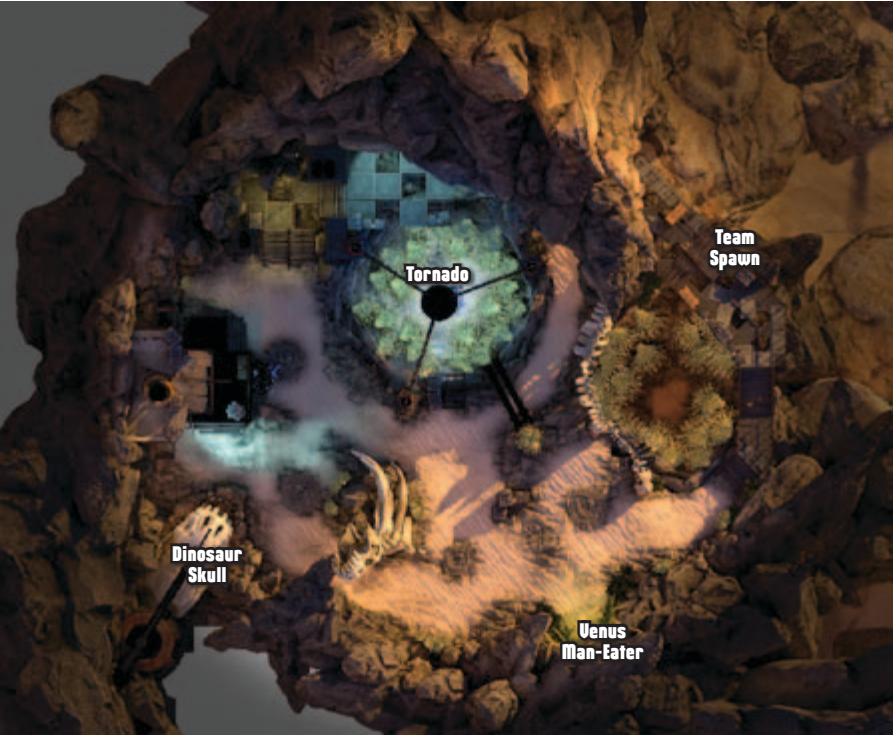
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# ANARCHY MODE MAPS

*Bulletstorm* includes six different Anarchy mode maps, each with its own distinct layout and unique environmental hazards. In this section, we take an in-depth look at each map, offering skillshot suggestions that can boost your team’s score through 30 waves of enemies.

## Dead Rock



### Dead Rock Tactics

- 1** Dead Rock is ring-shaped map with a massive whirling tornado dominating the center. Look for opportunities to leash or kick enemies into the tornado to score Not in Kansas skillshots. But instead of performing this skillshot on your own, involve a teammate for more points. Use your leash to get an enemy airborne, then let a teammate kick him into the tornado for Team Not in Kansas skillshot. This guarantees both of you 200 skillpoints. By standing on one side of the map, you can also target enemies on the other side with the leash, pulling them through the tornado for easy individual points.
- 2** While the tornado is always fun, don’t overlook the dinosaur skull on the map’s perimeter. Simply knock enemies into the skull’s open mouth to feed the extinct creature. The skull automatically chomps down on any bodies that enter its mouth, earning you a gruesome Nom Nom Nom skillshot. Work with a teammate score a Team Nom Nom Nom skillshot. Leash an enemy in front of the skull while a teammate kicks him into the mouth.



- 3** A Venus man-eater is located in an alcove not far from the dinosaur skull. Knock enemies toward the carnivorous plant for Feeder skillshots. Of course, it’s always best to coordinate such kills with a teammate. This skillshot can stack with other skillshots such as Yoink and Blind Fire.
- 4** There are plenty of other environmental hazards to harness on this map. Kick enemies into cacti for Pricked skillshots. Knock enemies into electrical objects for Shocker skillshots. Or impale enemies on rebar for Voodoo Doll skillshots. If you need to perform a Vertigo skillshot, move to the catwalk overlooking the canyon and knock enemies over the railing. The Boneduster is ideal for blasting enemies over the side.

Dead Rock Skillshots		
Name	Description	Skillpoints
Nom Nom Nom	Use the dinosaur skull to kill an enemy	150
Not in Kansas	Use the tornado to kill an enemy	150





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# Grand Central



Grand Central Skillshots		
Name	Description	Skillpoints
Flattery	Use the elevators to kill an enemy	150
Make a Wish	Use the fountain to kill an enemy	150
Meatspin	Use the revolving doors to kill an enemy	150
Midnight Express	Use the monorail to kill an enemy	150

## Grand Central Tactics

- 1

This monorail station is filled with a wide variety of environmental hazards you can leverage to score big points for yourself and your team. Kick enemies into the large electrified fountain for Make a Wish skillshots. The action is usually pretty heavy in this courtyard, so take it upon yourself to leash, kick, or slide into enemies, setting them up for your teammates to kick into the fountain.
- 2

Not far from the fountain is a revolving door. Knock enemies into the left or right side of the revolving door to score a bloody Meatspin skillshot, causing the doors to

rapidly rotate while spewing gore. Set up near these doors with a teammate and coordinate Team Meatspin skillshots. Leash enemies in front of the door, then have your buddy kick them through.

- 3

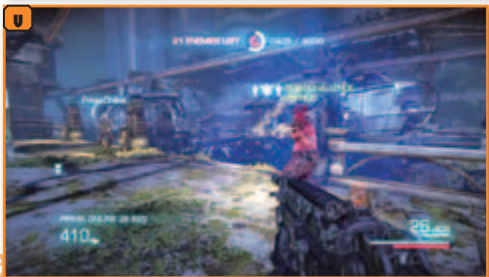
Also in the courtyard are four elevator shafts. Kick enemies into the open shafts, then use the leash to yank an elevator down, crushing your enemy for a Flattery skillshot. This skillshot is ideal for teams. Have one teammate kick an enemy into a shaft while the other leashes the elevator.

- 4

The station platform is another busy place where you can score a unique skillshot. Approximately every 12 seconds, a monorail car on the track zooms past the platform, moving back and forth. Try to kick an enemy into the path of the speeding monorail car to score a Midnight Express skillshot. For best results, listen for the monorail car powering up before kicking an enemy off the platform. If your timing is off, the enemy will simply fall down, scoring you a Vertigo skillshot. This is the only spot on the map where a Vertigo skillshot is possible, so lure enemies here for Vertigo-based team challenges.

- 5

The signs hanging above the station platform can be leashed and brought down on enemies. The signs explode upon contact with the ground, potentially scoring you Enviro-Mental skillshots. In addition to exploding, the signs may also spread fire around the immediate blast area, making it possible to score Afterburner skillshots for killing enemies while they're ablaze. The signs respawn after a few seconds, so pull them down frequently throughout a wave to score explosive kills.





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# Junkyard



Junkyard Skillshots		
Name	Description	Skillpoints
Fish Chow	Use the waterfall to kill an enemy	150
Man Crush	Use the crusher to kill an enemy	150



## Junkyard Tactics

- 1** Like any respectable junkyard, this map is filled with tons of dangerous. While on the map's upper or lower tier, kick enemies into the waterfall for Fish Chow skillshots. Coordinated team skillshots can also be arranged here—yank an enemy with the leash, then have a teammate kick them into the waterfall. The waterfall is also a quick way to transition between the upper and lower levels. Simply step into the waterfall to automatically initiate a slide to the lower level.
- 2** The crusher, on the map's lower level, is another unique feature to this map. Any enemy kicked into this car-crushing device is automatically flattened, scoring those involved a Man Crush skillshot. However, the crusher must be raised, ready to drop, before you can kick an enemy into the device. It's easy to simply stand on one side of the crusher and leash enemies through—as they fly through the crusher, they're automatically smashed. Team-based skillshots are relatively easy here, too. Stand on one side of the crusher while a teammate stands on the other side. Knock enemies airborne with kicks or slides, then have your buddy leash them through the crusher for Team Man Crush skillshots.
- 3** The red barrels scattered around the map respawn regularly throughout a wave, so don't bother hoarding them. Instead, look for opportunities to score Enviro-Mental skillshots. Or use a Thumper to launch a barrel into the air along with a few enemies, then have a teammate shoot the barrel to score a Team Fertilizer skillshot. This is also a good map in which to score the difficult Barrels of Fun skillshot. Leash, slide, or kick an enemy into the air, then have a teammate kick a barrel into the airborne enemy for the skillshot.
- 4** When faced with a Vertigo team challenge, lure the enemy toward the cliffside, just beyond the crusher. Have one teammate leash or slide into the enemy to get them airborne while a second teammate kicks them over the cliff. This is the only spot on the map where you can perform a Vertigo skillshot. However, it's best to reserve this long drop for team challenges only. There are much more lucrative skillshots in the junkyard thanks to the wide variety of environmental hazards.

### NOTE

While it may be tempting, don't bother kicking enemies into the dark cave by the crusher. No skillshots are awarded for knocking enemies into this cave.





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# Power Plant



## Power Plant Tactics

- 1

At this power plant atop the dam, electricity is generated by three massive water wheels attached to an axle. Kick or leash enemies into any three of these rotating wheels to score a Ground Chuck skillshot. This is the only unique skillshot available on this map, so make the most of it. Fortunately, you can score these kills from just about any location on the map. To maximize your skillpoints, work together with a friend to score Team Ground Chuck skillshots. This is relatively easy to pull off. As a teammate leashes, slides, or kicks an enemy into the air, position yourself so you can kick the airborne enemy into one of the three wheels to earn the skillshot.
- 2

Need to perform a Shocker skillshot? There are two vertical transformer towers, one on each side of the map. But the base of each tower is not electrified. So your victim needs to be kicked or leashed into the metal portion of the transformer, approximately two meters above the base. Shocker skillshots can also be achieved by knocking enemies into the blue, rebar-covered generators. Although sharp pieces of rebar surround each generator, enemies are electrocuted when knocked into these objects, killing the target before they're impaled.



- 3

If you're looking to perform a Voodoo Doll skillshot, consider kicking enemies into the rebar surrounding the palm trees, not far from the generators. There are also sharp pieces of rebar beneath the ramps, near your team's initial spawn area. If performing a team challenge here, have one teammate move beneath the ramp and knock the enemy into the air with a slide. Meanwhile, a second teammate can then stand above and leash the airborne enemy through the ramp and into the rebar for a Team Voodoo Doll skillshot. This area is also the only place to score Vertigo skillshots—simply knock enemies off the side of the dam.



- 4

This is another map with plenty of red barrels, so use them frequently to score a variety of skillshots. Simply shooting the barrels or kicking them toward enemies only yields Enviro-Mental skillshots. So try to do better than that. Consider using a Thumper attack to launch the barrels and enemies into the air, setting up a Team Fertilizer skillshot. Or while an enemy is flying through the air, strike him with a barrel for the always impressive Barrels of Fun skillshot. Once exploded, barrels respawn within a few seconds, so don't worry about running out of environmental explosives.



### Power Plant Skillshots

Name	Description	Skillpoints
Ground Chuck	Use the grinder to kill an enemy	150



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# Turbine



Turbine Skillshots		
Name	Description	Skillpoints
Blood Bath	Use the juicer to kill an enemy	150

## Turbine Tactics

- 1** A massive turbine, known as the juicer, dominates the center of this map. The juicer consists of four large industrial fans, ideal for kicking enemies into. Each fan creates a suction, pulling anything that gets near it through the sharp rotating blades. Leash or kick enemies into any of these fans to score a Blood Bath skillshot. Team Blood Bath skillshots are equally simple. Simply slide into an enemy to knock them into the air, then have a buddy kick him into one of the fans. Blood Bath is the only unique skillshot on this map. So when not feeding enemies into the juicer, look for other lucrative ways to score points.
- 2** Sharpened pieces of rebar are scattered throughout this map, making Voodoo Doll skillshots easy to come by. There are even pieces of rebar located beneath the catwalks, near the team's spawn area. Here you can leash, slide, or kick enemies into just about any surface to score a Voodoo Doll skillshot. But due to the low clearance and sharpened pieces of rebar above, don't attempt Voodoo Doll-based team challenges down here.

- You're better off operating in more open spaces where airborne enemies won't be impaled on the ceiling.
- 3** At the start of a wave, enemies usually spawn near this sliding door, opposite your team's spawn area. This is a good time to go on a Blood Symphony rampage. Ask your teammates to hold their fire and initiate the Blood Symphony once you have a large group of enemies in sight. During a Blood Symphony simply leash, kick, or slide into enemies to reduce them to a bloody pulp, earning you Blood Symphony skillshots for each kill. Slides are most effective during this brief duration as no enemies can dodge a slide. Plus, sliding is a fast way to zip across the floor, quickly moving through one group of enemies to the next. If your teammates cooperate, you should be able to finish a Blood Symphony with at least 1,000 skillpoints.
- 4** If you need to electrocute an enemy for a Shocker skillshot or team challenge, lure the enemy near the electrified wires on the map's perimeter. This area is far enough away from the juicer to knock enemies into the air without worrying about them getting sucked into one of the juicer's fans. So go ahead and feel free to leash, slide, or kick enemies in this area prior to knocking them into the wires. As usual, try to score Team Shocker skillshots whenever possible—knock an enemy into the air with a slide, then have your teammate kick them into the wires.





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Waterworks Skillshots		
Name	Description	Skillpoints
Blood Fountain	Use the river to kill an enemy	150
Royal Flush	Use the tubes to kill an enemy	150

Waterworks Tactics

**1** This water treatment facility is filled with all sorts of nasty environmental hazards, making it relatively easy to rack up some serious points. Knocking enemies into any point of the river-like channels causes them to get sucked into the turbine at the center of the map, resulting in a messy Blood Fountain skillshot. Because enemies in this river always flow to the center of the map, this skillshot can be performed from virtually any point on the map utilizing any of the four channels. For best results, always work with a teammate to score a Team Blood Fountain skillshot—leash an enemy, then have a buddy kick him into one of the channels or directly toward the turbine.

**2** The dirty water pouring from these tubes can also work to your advantage. Knock enemies into the flow from these pipes to score a Royal Flush skillshot. There

are three of the tubes on this map, giving you plenty of opportunities to score this skillshot regardless of where you are. Consider standing on one side of the tube, then target enemies on the other side with the leash. As the enemy is yanked toward you, they fly through the water, scoring you the skillshot. Or leash enemies in front of a tube, setting them up for a teammate to kick into the water for a Team Royal Flush skillshot.

**3** Due to the frantic nature of this map, it's best to reserve Blood Symphonies for the start of a wave. Tell your teammates to hold their fire, then scout out a large group of enemies for your rampage. The area near the control room is a good spot to initiate a Blood Symphony because it's relatively open, making it easy to slide. Also, try to wait until you find a large group of berserkers. If they swarm around, you can quickly annihilate them with kicks and slides, scoring big points in the process.

**4** On this map, there are no opportunities to score Shocker or Vertigo skillshots. However, rebar sticking out of the blocks of cement on the perimeter of the map offer plenty of Voodoo Doll opportunities. So when you're not kicking enemies into the map's water features, impale them on these blocks. But remember, they need to be alive when they're impaled, otherwise you won't get the Voodoo Doll skillshot.





# WEAPONS

Every weapon in *Bulletstorm* is totally unique. As expected, some fire bullets while others fire explosive bouncing cannonballs or super-heated chains capable of slicing through multiple enemies. With these instruments of death, the potential for destruction is nearly endless.

## CCUR ARSENAL

Confederation dropkits left behind during Operation Anarchy are your one-stop shops for scoring new weapons, ammo, and upgrades. Use your leash to interface with each dropkit and spend your skillpoints wisely. These weapons and upgrades aren't cheap, so do your best to rack up as many skillpoints as possible—those who kill with skill are rewarded with even more lethal goodies! In this section we take an in-depth look at each weapon available, including costs, upgrades, skillshots, and recommended tactics.

### Final Echo Instinct Leash

**Description:** The leash is a concentrated energy beam that can be used to grab a target and drag it toward the user. It can also be upgraded to thump enemies into the air.



**Thumper Upgrade:** Smashes the target to the ground causing a massive terrain impact. Standard enemies are launched into the air with extreme force, while larger enemies are slammed to the ground and stunned. Can be used to impale opponents onto spiked ceilings.

**First Available:** Prologue

**Unlock Thumper:** 3,800 skillpoints

**Thumper Cost:** 500 skillpoints

Upgrades			
Upgrade	Cost	Ammo Cap.	
Thumper Capacity 1	1,000	6	
Thumper Capacity 2	1,300	9	

Thumper Skillshots			
Name	Difficulty	Description	Skillpoints
Flyswatter	Medium	Thump an enemy so he smashes into the ceiling or an impaler	50
Slam Dunk	Medium	Smash an airborne enemy into the ground using the Thumper	50
Trap Shooting	Medium	Use bullets to kill a thumped enemy	50
Fertilizer	Hard	Explode two or more thumped enemies using an environmental explosive	100
Touchdown	Hard	Thump a stunned miniboss to his death	100

### Multiplayer Costs and Upgrades

**Unlock Thumper:** 3,500 skillpoints

**Buy Thumper:** 300 skillpoints

Leash Upgrades		
Upgrade	Cost	Description
Leash Recharge 1	2,000	Reduce the recharge rate of the leash to 5 seconds
Leash Recharge 2	4,500	Reduce the recharge rate of the leash to 4 seconds
Leash Recharge 3	6,000	Reduce the recharge rate of the leash to 3 seconds

Leash Upgrades		
Upgrade	Cost	Description
Thumper Capacity 1	1,000	Upgrade the maximum number of Thumper charges the leash can store by 1
Thumper Capacity 2	3,000	Upgrade the maximum number of Thumper charges the leash can store by 2
Thumper Capacity 3	5,000	Upgrade the maximum number of Thumper charges the leash can store by 3

### Field Notes

The leash is the single most versatile weapon at your disposal, capable of lifting most enemies right off their feet. Use it to yank enemies into environmental hazards like spikes, cactus plants, or electrified objects. Upgrade the leash with the Thumper capability as early as possible to take advantage of its awesome power. When overwhelmed by superior numbers, use Thumper attacks to launch all nearby enemies into the air. You can then perform a variety of skillshots, such as Trap Shooting or Fertilizer, on the airborne enemies.

### Peacemaker Carbine (PMC)

**Description:** Standard-issue military assault rifle. Features reasonable accuracy and a high rate of fire.



**Charged Shot Upgrade:**

Fires a special-purpose clip of 100 bullets in a single concentrated blast. Can annihilate multiple enemies with a single shot.

**First Available:** Prologue

**Magazine Capacity:** 50

**Base Ammo Capacity:** 400

**Unlock Re-arm Access Cost:** N/A

**Ammo Clip Cost:** 160 skillpoints

**Unlock Charge Cost:** 3,200 skillpoints

**Charge Cost:** 180 skillpoints

Upgrades		
Upgrade	Cost	Ammo Cap.
Ammo Capacity 1	800	500
Ammo Capacity 2	1,000	600
Upgrade Charge 1	1,200	6
Upgrade Charge 2	1,600	9

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PMC Skillshots			
Name	Difficulty	Description	Skillpoints
Boned	Easy	Kill an enemy with a charged shot within a moment of getting them in your sights	25
Bullet Kick	Easy	Kick an enemy and shoot him to death in mid-air	25
Bullet Slide	Easy	Slide an enemy and shoot him to death in mid-air	25
Headshot	Easy	Kill an enemy with a shot to the head	25
Gag Reflex	Medium	Kill an enemy with a shot to the throat	50
Overkill	Medium	Perform a headshot with a charged shot	50
Rear Entry	Medium	Kill an enemy by shooting him in the ass	100
Trip Wire	Medium	Shoot a running enemy in the legs to trip him, then finish him off on the ground	50
Mercy	Hard	Shoot an enemy in the crotch, then kick off his head	100
X-Ray	Hard	Kill two or more enemies with a single charged shot	100

## Multiplayer Costs and Upgrades

Buy Weapon: N/A

Buy Ammo Clip: N/A

Buy Charge: 150 skillpoints

PMC Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	1,000	Upgrade the clip size of the Peacemaker by 10, its maximum ammo by 60, and its charge shot capacity by 2
Ammo Capacity 2	2,500	Upgrade the clip size of the Peacemaker by 20, its maximum ammo by 120, and its charge shot capacity by 4
Ammo Capacity 3	4,500	Upgrade the clip size of the Peacemaker by 30, its maximum ammo by 180, and its charge shot capacity by 6
Speed 1	500	Upgrade the reload speed of the Peacemaker by 20% and its firing rate by 10%
Speed 2	1,500	Upgrade the reload speed of the Peacemaker by 35% and its firing rate by 20%
Speed 3	2,500	Upgrade the reload speed of the Peacemaker by 50% and its firing rate by 30%
Power 1	1,500	Upgrade the damage of the Peacemaker by 20%
Power 2	2,500	Upgrade the damage of the Peacemaker by 40%
Power 3	3,500	Upgrade the damage of the Peacemaker by 60%

## Field Notes

The PMC is your default weapon and is equipped at all times. The weapon functions just like any other automatic carbine, firing continuously until its 50-round magazine is empty. But the weapon does exhibit a fair amount of recoil when fired automatically, so go easy on the trigger when accuracy counts—like when aiming for an enemy’s head, throat, or crotch. Use the weapon’s powerful charged shot to pick off large groups of enemies, scoring X-Ray skillshots. This is best performed against enemies moving in a single-file formation, allowing you to skewer the enemies with a vaporizing charge.

# Screamer



Description: Powerful and accurate, this high-caliber revolver will stop almost any enemy dead in his tracks.

Charged Shot Upgrade: Launches a rocket-propelled flare at the target, sending them into the air and setting fire to nearby enemies when it explodes.

First Available: Act 1, Chapter 3

Magazine Capacity: 8

Base Ammo Capacity: 32

Unlock Re-arm Access Cost: 600 skillpoints

Ammo Clip Cost: 200 skillpoints

Unlock Charge Cost: 2,400 skillpoints

Charge Cost: 200 skillpoints

Upgrades		
Upgrade	Cost	Ammo Cap.
Ammo Capacity 1	800	48
Ammo Capacity 2	1,000	64
Upgrade Charge 1	1,200	6
Upgrade Charge 2	1,600	9

Screamer Skillshots			
Name	Difficulty	Description	Skillpoints
One Hit Wonder	Easy	Perform a clean execution by using only a single bullet to kill the enemy	25
Enlightenment	Medium	Shoot an enemy in the head with a flare and let it explode	50
Fast Draw	Medium	Kill an enemy the moment you have him in your sights	50
Fireball	Medium	Shoot an enemy with a flare so it explodes and kills another enemy	50
Fireworks	Medium	Explode an enemy who is 20 meters or higher in the air	50
Misfire	Medium	Flare an enemy but kill him before the flare explodes	50
Snapshot	Medium	Kill an airborne enemy the moment you have him in your sights	50
Surgeon	Medium	Kill an enemy by shooting only one single limb repeatedly	50
Firefighter	Hard	Ignite three or more enemies and kill them while they are burning	100
Gunslinger	Hard	Score two or more Fast Draws or Snapshots in a row	100

## Multiplayer Costs and Upgrades

Buy Weapon: 2,000 skillpoints

Buy Ammo Clip: 100 skillpoints

Buy Charge: 300 skillpoints



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Screamer Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	2,000	Upgrade the clip size of the Screamer by 1, its maximum ammo by 15, and its charge shot capacity by 2
Ammo Capacity 2	4,000	Upgrade the clip size of the Screamer by 2, its maximum ammo by 20, and its charge shot capacity by 4
Ammo Capacity 3	6,000	Upgrade the clip size of the Screamer by 3, its maximum ammo by 27, and its charge shot capacity by 6
Speed 1	2,000	Upgrade the reload speed of the Screamer by 10% and its firing rate by 10%
Speed 2	3,000	Upgrade the reload speed of the Screamer by 20% and its firing rate by 20%
Speed 3	4,500	Upgrade the reload speed of the Screamer by 30% and its firing rate by 30%
Power 1	1,500	Upgrade the damage of the Screamer by 15%
Power 2	3,000	Upgrade the damage of the Screamer by 30%
Power 3	4,000	Upgrade the damage of the Screamer by 45%

### Field Notes

Don’t let the Screamer’s small size fool you. Shot for shot, the Screamer is one of the most powerful weapons available, ideal for blasting enemies at close to intermediate range. Adding the flare-based charged shot functionality only makes this diminutive weapon even more lethal. Flares aren’t very accurate, but they make up for it in power, spreading fire over a wide blast radius. Consider igniting multiple enemies with a flare, then shoot them while they’re on fire for Afterburner and possibly even Firefighter skillshots. Flares are great for engaging large groups of burnouts.

## Flailgun

**Description:** Entirely custom built, this lethal tool propels two high-impact grenades linked by a steel chain. The chain wraps around a target, rendering him completely helpless and allowing the user to detonate the explosives at the exact moment he chooses.



**Charged Shot Upgrade:** Launches an overheated flail chain that will slice through anything in its way.

**First Available:** Act 2, Chapter 1

**Magazine Capacity:** 1

**Base Ammo Capacity:** 10

**Unlock Re-arm Access Cost:** 800 skillpoints

**Ammo Clip Cost:** 240 skillpoints

**Unlock Charge Cost:** 2,200 skillpoints

**Charge Cost:** 250 skillpoints

Upgrades		
Upgrade	Cost	Ammo Cap.
Ammo Capacity 1	800	14
Ammo Capacity 2	1,000	18
Upgrade Charge 1	1,200	6
Upgrade Charge 2	1,600	9

Flailgun Skillshots			
Name	Difficulty	Description	Skillpoints
Gang Bang	Easy	Kill two or more enemies with a single flail explosion	25
Grenade Gag	Easy	Wrap flail around the head of an enemy and explode it	25
Minefield	Easy	Kill an enemy by exploding a flail attached to a surface	25
Chain Reaction	Medium	Slice two or more enemies in half using the flail charged shot	50
Homie Missile	Medium	Use a flail-wrapped airborne enemy to kill another enemy	50
Meat Slicer	Medium	Slice an enemy in half while wrapping the flail around an object	50
Sadist	Medium	Wrap a flail around an enemy but kill him before it explodes	50
Smart Mine	Medium	Use a flail-wrapped standing enemy to kill an airborne enemy	50
French Revolution	Hard	Decapitate two or more enemies with a single flail charged shot	100
Head Slicer	Hard	Decapitate an enemy while wrapping the flail around an object	100

### Multiplayer Costs and Upgrades

**Buy Weapon:** 2,000 skillpoints

**Buy Ammo Clip:** 200 skillpoints

**Buy Charge:** 350 skillpoints

Flailgun Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	3,000	Upgrade the ammo capacity of the Flailgun by 6, and its charge shot capacity by 1
Ammo Capacity 2	4,000	Upgrade the ammo capacity of the Flailgun by 9, and its charge shot capacity by 2
Ammo Capacity 3	5,000	Upgrade the ammo capacity of the Flailgun by 12, and its charge shot capacity by 3
Speed 1	2,000	Upgrade the reload speed of the Flailgun by 10%
Speed 2	2,500	Upgrade the reload speed of the Flailgun by 20%
Speed 3	3,500	Upgrade the reload speed of the Flailgun by 30%
Power 1	2,000	Upgrade the damage of the Flailgun by 20% and explosion radius by 10%
Power 2	2,500	Upgrade the damage of the Flailgun by 40% and explosion radius by 15%
Power 3	4,000	Upgrade the damage of the Flailgun by 60% and explosion radius by 20%

### Field Notes

If you like reducing enemies to chunky bits, the Flailgun is the weapon for you. Flails are effective against a wide range of enemies including minibosses and muta-burnouts. But the grenades attached to the flail are only one half of this weapon’s destructive capability. The chain itself can prove lethal as well, especially when wrapping around vertical posts near enemies—this is a great way to score Meat Slicer and Head Slicer skillshots. Once the charged shot functionality is unlocked, you can super-heat the chain so it slices through enemies like a hot knife through butter. Carefully take aim and slice through multiple enemies to score the Chain Reaction and French Revolution skillshots.

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## Boneduster

**Description:** A custom-built quad-barreled shotgun with flip-forward reload mechanism. The increased barrel number allows four shots in succession before reloading. At medium range, it will send enemies flying. Closer up it will literally blow them apart.



**Charged Shot Upgrade:** Fires a vaporizing shockwave at the target, which will literally burn the flesh off anything in its path. This blast is most effective when used against large groups.

First Available: Act 2, Chapter 2

Magazine Capacity: 4

Base Ammo Capacity: 20

Unlock Re-arm Access Cost: 900 skillpoints

Ammo Clip Cost: 360 skillpoints

Unlock Charge Cost: 3,600 skillpoints

Charge Cost: 1,000 skillpoints

Upgrades		
Upgrade	Cost	Ammo Cap.
Ammo Capacity 1	800	28
Ammo Capacity 2	1,000	36
Upgrade Charge 1	1,200	6
Upgrade Charge 2	1,600	9

Boneduster Skillshots			
Name	Difficulty	Description	Skillpoints
Burn	Easy	Vaporize two or more enemies with one charged shot	25
Legless	Easy	Blow off the legs of an enemy	25
Topless	Easy	Blow off the upper body of an enemy	25
Acid Rain	Medium	Vaporize two or more enemies in midair with a charged shot	50
Pump Action	Medium	Get an enemy airborne, then shotgun blast him into an environmental hazard	50
Splatterpunk	Medium	Kill a downed enemy by blasting him against the floor	50
Torpedo	Medium	Kill an enemy by shooting him while sliding	50
Juggler	Hard	Blast an airborne enemy twice, then kill him before or on landing	100
Piledriver	Hard	Get an enemy airborne, then smash him into a surface with the shotgun blast	100
Slugfest	Hard	Kill two or more enemies with one normal shot	100

## Multiplayer Costs and Upgrades

Buy Weapon: 2,000 skillpoints

Buy Ammo Clip: 100 skillpoints

Buy Charge: 500 skillpoints

## Field Notes

Unlike a traditional shotgun, the Boneduster fires a highly compressed blast of air from its quad barrels, capable of cutting enemies in two at close range. But the power of the Boneduster is minimized at greater ranges, merely pushing enemies back. Still, this can be useful for knocking enemies into environmental hazards, scoring you Pump Action skillshots. The Boneduster's charged shot functions much like the PMC's, but vaporizes enemies over a wider spread, but at a much shorter range. But unlike the PMC, the Boneduster's charged shot can eliminate enemies hiding behind cover. However, at 1,000 skillpoints per shot, make sure you take out multiple enemies with each charge for Burn or Acid Rain skillshots.

Boneduster Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	3,500	Upgrade the maximum ammo of the Boneduster by 12, and its charge shot capacity by 2
Ammo Capacity 2	5,000	Upgrade the maximum ammo of the Boneduster by 20, and its charge shot capacity by 3
Ammo Capacity 3	6,500	Upgrade the maximum ammo of the Boneduster by 28, and its charge shot capacity by 4
Speed 1	2,500	Upgrade the reload speed of the Boneduster by 15% and its firing rate by 40%
Speed 2	4,000	Upgrade the reload speed of the Boneduster by 25% and its firing rate by 80%
Speed 3	5,500	Upgrade the reload speed of the Boneduster by 35% and its firing rate by 120%
Power 1	3,000	Upgrade the damage of the Boneduster by 5%
Power 2	4,500	Upgrade the damage of the Boneduster by 10%
Power 3	6,000	Upgrade the damage of the Boneduster by 15%

## Head Hunter

**Description:** A heavily modified, high-power, semi-automatic sniper rifle. Each round contains a radio-controlled guidance device, allowing the user to literally guide the bullet to its destination.



**Charged Shot Upgrade:** Fires a radio-controlled explosive round, allowing the user to take out multiple targets with the blast.

First Available: Act 3, Chapter 1

Magazine Capacity: 5

Base Ammo Capacity: 10

Unlock Re-arm Access Cost: 1,200 skillpoints

Ammo Clip Cost: 500 skillpoints

Unlock Charge Cost: 2,800 skillpoints

Charge Cost: 220 skillpoints





Upgrades		
Upgrade	Cost	Ammo Cap.
Ammo Capacity 1	800	15
Ammo Capacity 2	1,000	20
Upgrade Charge 1	1,200	6
Upgrade Charge 2	1,600	9

Head Hunter Skillshots			
Name	Difficulty	Description	Skillpoints
Hotshot	Easy	Kill an enemy by targeting a weak spot like the head or throat	25
Show Off	Easy	Kill an enemy from 10 meters or more without using the scope	25
Accident	Medium	Shoot an enemy and have him die from hitting an environmental hazard	50
Bluff	Medium	Kill an enemy who is not actually the chosen target of the bullet	50
Broken Wings	Medium	Kill an enemy who is 20 meters or higher above the ground	50
Letter Bomb	Medium	Grab an enemy with a charged shot, then use him to explode and kill another enemy	50
Nutcracker	Medium	Kill an enemy by guiding a bullet into his balls	50
Premature	Medium	Explode a charged bullet to kill the target before it hits him	50
Early Retirement	Hard	Kill an enemy controlled with a charged bullet before it explodes	100
Shrapnel	Hard	Grab an enemy in mid-air with a charged bullet and use him to kill another enemy in mid-air	100

### Field Notes

Like any sniper rifle, the Head Hunter is best deployed when engaging targets at long range, preferably in areas where you can't be flanked by other enemies. Before firing a bullet, you

must first acquire a target by peering through the weapon's magnified scope—a diamond icon appears over each valid target. As you center the sight on a target, the diamond icon turns red, indicating the bullet is ready to fire. After pressing the trigger, you can guide the bullet toward the target. But be ready to make some final adjustments to the flight path as the enemy attempts to dodge the bullet. For best results, always try to hit an enemy in the head or throat, scoring a Hotshot skillshot. The Head Hunter's charged shot functionality allows you to fire and guide explosive bullets toward your targets. Once these explosive bullets hit a target, you can still control them, effectively flying the enemy into environmental hazards or toward other enemies.



The Head Hunter is not available in the multiplayer Anarchy mode.

## Bouncer

**Description:** Previously used for heavy-duty demolition operations, this huge bazooka fires impact-resistant explosive rounds that can bounce off surfaces, allowing the user to reach even the most difficult targets. Hold the fire button down to bounce the explosive ball.



**Charged Shot Upgrade:** Launches a fusion destabilized explosive ball that will detonate repeatedly on every contact with a surface.

First Available: Act 4, Chapter 2

Magazine Capacity: 3

Base Ammo Capacity: 12

Unlock Re-arm Access Cost: 1,000 skillpoints

Ammo Clip Cost: 340 skillpoints

Unlock Charge Cost: 2,600 skillpoints

Charge Cost: 500 skillpoints

Upgrades		
Upgrade	Cost	Ammo Cap.
Ammo Capacity 1	800	15
Ammo Capacity 2	1,000	20
Upgrade Charge 1	1,200	6
Upgrade Charge 2	1,600	9

Bouncer Skillshots			
Name	Difficulty	Description	Skillpoints
Direct Hit	Easy	Kill an enemy with a direct hit from the cannonball	25
Money Shot	Easy	Kill an enemy by launching a ball at him and exploding it before it hits anything	25
Boom	Medium	Kill two or more enemies with one cannonball	50
Bully	Medium	Detonate a cannonball to kill an enemy just after knocking him over with it	50

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Bouncer Skillshots			
Name	Difficulty	Description	Skillpoints
Carpet Bombing	Medium	Bounce a cannonball at least two times before killing an enemy with it	50
Kick of Doom	Medium	Kill an enemy by kicking a charged cannonball	50
Trickshot	Medium	Kill an enemy with a cannonball bounced off a wall or obstacle	50
Lucky Shot	Hard	Kill an enemy with a cannonball that traveled over 100 meters without bouncing	100
Meat Fountain	Hard	Kill two or more airborne enemies with one cannonball	100
Sledgehammer	Hard	Kill three or more enemies with one charged cannonball	100

## Multiplayer Costs and Upgrades

Buy Weapon: 2,000 skillpoints

Buy Ammo Clip: 250 skillpoints

Buy Charge: 450 skillpoints

Boneduster Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	3,000	Upgrade the clip size of the Bouncer by 1, its maximum ammo by 6, and its charge shot capacity by 1
Ammo Capacity 2	4,000	Upgrade the clip size of the Bouncer by 2, its maximum ammo by 9, and its charge shot capacity by 2
Ammo Capacity 3	5,000	Upgrade the clip size of the Bouncer by 3, its maximum ammo by 12, and its charge shot capacity by 3
Speed 1	2,000	Upgrade the reload speed of the Bouncer by 15%
Speed 2	3,000	Upgrade the reload speed of the Bouncer by 30%
Speed 3	4,000	Upgrade the reload speed of the Bouncer by 45%
Power 1	3,000	Upgrade the damage of the Bouncer by 20% and its explosion radius by 10%
Power 2	4,000	Upgrade the damage of the Bouncer by 40% and its explosion radius by 20%
Power 3	6,000	Upgrade the damage of the Bouncer by 60% and its explosion radius by 30%

## Field Notes

The Bouncer is one of the most specialized weapons available and, as such, takes some practice before you can deploy it effectively. When you hold down the trigger, the weapon launches bouncing cannonballs. As long as you hold down the trigger, the cannonball will continue to bounce—releasing the trigger causes it to explode. So pay close attention to where the cannonball bounces before detonating it. This makes it possible to bounce cannonballs around corners or over (and around) pieces of cover. The weapon’s charged shot consists of a single cannonball that bounces in one spot, emitting a small concussive explosion with each bounce. While a charged cannonball bounces, you can reposition it by leashing or kicking it. Try to position it near choke-points where you can kill multiple enemies—this is a great way to intercept hordes of berserkers as they rush toward you.

# Penetrator



**Description:** Originally designed for treacherous mining jobs, this is a heavy-duty power tool modified into a deadly projectile weapon. It ejects a high-velocity, self-motorized drill bit that can impale enemies and then allows the user to retarget them to any surface.

**Charged Shot Upgrade:** Shoots a hyper-velocity reinforced drill that allows the user to redirect the target to any destination. When the weapon is in charged mode, a lethal melee attack can be executed by ramming into enemies.

First Available: Act 6, Chapter 1

Magazine Capacity: 6

Base Ammo Capacity: 14

Unlock Re-arm Access Cost: 1,400 skillpoints

Ammo Clip Cost: 120 skillpoints

Unlock Charge Cost: 3,000 skillpoints

Charge Cost: 200 skillpoints

Upgrades		
Upgrade	Cost	Ammo Cap.
Ammo Capacity 1	800	18
Ammo Capacity 2	1,000	22
Upgrade Charge 1	1,200	6
Upgrade Charge 2	1,600	9

Penetrator Skillshots			
Name	Difficulty	Description	Skillpoints
Breakdance	Easy	Drill an enemy into the ground	25
Fan-Tastic	Medium	Drill an enemy into the ceiling	50
Mile High Club	Medium	Send an enemy into the sky	50
Root Canal	Medium	Insert a drill into an enemy's head	50
Twisted	Medium	Fire a drill into an enemy but have him die through other means	50
Air Strike	Hard	Impale a thumped enemy into a standing enemy	100
Drilldo	Hard	Ram two or more enemies during a slide with a charged shot	100
Shish Kebab	Hard	Impale two or more enemies with a single drill	100
Stinger	Hard	Suspend a drilled enemy in mid-air with a charged shot, then kick him into another enemy	100
Wingmen	Hard	Impale two or more airborne enemies with a single drill	100



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### Multiplayer Costs and Upgrades

Buy Weapon: 2,000 skillpoints

Buy Ammo Clip: 100 skillpoints

Buy Charge: 400 skillpoints

Penetrator Upgrades		
Upgrade	Cost	Description
Ammo Capacity 1	3,000	Upgrade the ammo capacity of the Penetrator by 6 and its charge shot by 1
Ammo Capacity 2	4,500	Upgrade the ammo capacity of the Penetrator by 9 and its charge shot by 2
Ammo Capacity 3	5,500	Upgrade the ammo capacity of the Penetrator by 12 and its charge shot by 3
Speed 1	2,500	Upgrade the reload speed of the Penetrator by 20%
Speed 2	4,000	Upgrade the reload speed of the Penetrator by 40%
Speed 3	5,500	Upgrade the reload speed of the Penetrator by 60%
Power 1	3,000	Upgrade the damage of the Penetrator by 20% and increase the speed of the drill by 20%
Power 2	4,500	Upgrade the damage of the Penetrator by 35% and increase the speed of the drill by 40%
Power 3	6,000	Upgrade the damage of the Penetrator by 50% and increase the speed of the drill by 60%

### Field Notes

The Penetrator functions much like a rocket launcher. But instead of being armed with an explosive warhead, the Penetrator’s rounds are spinning drill bits, capable of impaling multiple enemies—this is how the aptly named Shish Kebab skillshot is achieved. Unlike most weapons, all it takes is one hit from this devastating tool to outright kill most enemies. It’s even effective at stunning minibosses. But instead of aiming for quick kills, take careful aim and try to score some of the weapon’s lucrative skillshots. The weapon’s charged shot works both as a melee weapon and a ranged weapon. Once you’ve charged the weapon, you can simply move next to (or slide into) enemies for an instant

kill—slide through multiple enemies for a Drilldo skillshot. But upon firing the charged drill, you can guide the round after it impacts a target, effectively flying the impaled enemy into others.

Chaingun

The chaingun cannot be purchased from dropkits. However, you can pick this weapon up off of dead chaingunners or remove them from turrets operated by other enemies. Chainguns have unlimited ammo, but are powered by a quickly drained battery. Furthermore, these rapid-firing weapons have a tendency to overheat, rendering them nonoperational until they cool down. So pay close attention to the color of the barrels. If the barrels turn red, lay off the trigger for a few seconds until the weapon cools down. Also, keep an eye on the weapon’s battery power, represented by the lightning bolt icon boxes in the lower-right corner of the HUD. Each icon represents one unit of electricity required to spin the barrels. As you run low on battery power, an alarm sounds to indicate the weapon is about to cease functioning. So spit out as many rounds as possible for as long as the weapon holds out. Hold down the trigger and rake it across multiple enemies to score Full Throttle skillshots, too. Chainguns are a great way to mow down multiple enemies in a short span of time, but this is not the most effective means of scoring skillshots. So before unleashing the weapon’s fury, weigh the pros and cons of effortlessly cutting down scores of enemies.

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# ENEMIES

Stygia isn't the most hospitable world in the galaxy. Psychopathic gangs, mutant cannibals, and carnivorous plants are just a few of the hostile life forms you encounter during your adventure. In this chapter, we take a look at each enemy, including their abilities, takedown tactics, and weapon recommendations for defeating each threat.

## THE SKULLS

The skulls are the dominant non-mutant gang operating out of Elysium. Originally prisoners brought to Stygia to work beneath the city in exchange for a reduced sentence, the convicts escaped following a revolt in which the city's gamma filters were destroyed. In the days following the revolt, chaos ensued as tourists fled and the skulls took control of large portions of the city. Despite their dominance, skull territory is regularly threatened by the mutated creeps and burnouts.

### Berserker

First Appearance: Prologue  
Primary Weapon: Dual Tomahawks

**Abilities:** The berserker charges directly at you and attacks with melee weapons. Berserkers are crazed lunatics who don't flinch from damage. So keep your distance and don't let them surround you.

**Tactics:** A swift kick is the easiest way to keep a berserker away from you. Sliding is even more effective because it flips the berserker head over heels without giving him a chance to hit you. But it's harder to hit berserkers with a slide because they move so fast. Whether kicking or sliding, try to knock berserkers into environmental hazards to score a quick kill. If you can't leverage any environmental hazards, knock them into the air then shoot them in the head.

**Weapon Recommendations:** Berserkers attack at close range, so the Boneduster is very effective against these enemies. Or trip them up with the Flailgun before detonating. The Screamer, Bouncer, and Head Hunter weapons are less effective due to the berserker's speed.



### Skull



First Appearance: Prologue  
Primary Weapon: Peacemaker Carbine  
**Abilities:** Skulls utilize Confederate-issue Peacemaker Carbines, identical to those used by Dead Echo. They prefer to take cover and attack from long range with their PMCs. However, much like their berserker allies, skulls are fierce melee combatants, capable of dishing out heavy damage through rifle strikes. They're very aggressive and only retreat if outnumbered and/or overwhelmed.

**Tactics:** Most weapons and tactics are effective against skulls. Use the leash to yank them out of cover, then finish them off while they fly through the air. Also, utilize environmental hazards as often as possible. Kick them into sharp objects like rebar or cacti, or blow them to bits by shooting nearby explosive barrels or trash cans.

**Weapon Recommendations:** All the weapons in your arsenal are effective against skulls, but don't go overboard. Save your most powerful weapons for tougher enemies. Instead, gun down skulls with the PMC. Any PMC ammo spent on killing a skull can usually be replenished by picking up your victim's weapon. Close- and mid-range weapons like the Screamer and Boneduster are also very effective, especially when pulling a skull toward you. Powerful weapons like the Head Hunter, Flailgun, and Bouncer are best reserved for when you can score multiple kills with one shot.



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Flaregunner

First Appearance: Act 1, Chapter 3

Primary Weapon: Screamer

**Abilities:** The flaregunner is a small sneaky enemy equipped with a Screamer. Flares embed themselves in objects before exploding and can inflict heavy damage and temporary blindness. These enemies are fast and agile, allowing them to avoid leash attacks. However, they are fairly weak and can only absorb light damage before dying.

**Tactics:** Slide-based attacks are the most effective, allowing you to close distance while avoiding incoming flares. Incoming flares can also be dodged simply by moving laterally. It is possible to leash flaregunners, but you must first stun them by shooting them. This makes them stand still momentarily, allowing you to attach the leash.

**Weapon Recommendations:** The Screamer is very effective at short and medium ranges, especially if you target the flares shortly after they leave your target’s gun. This causes the incoming flare to explode, potentially killing the shooter. At long range, the Head Hunter is most effective, allowing you to quickly drop these pesky threats before they can inflict heavy damage. The Boneduster is great at close range, but such engagements are rare due to the inability to leash these enemies. Also, avoid wasting Bouncer ammo on flaregunners—they’re too hard to hit and, even if you do hit them, it’s overkill because these enemies are so weak.



Flaregunner Skillshots			
Name	Difficulty	Description	Skillpoints
Gotcha	Medium	Leash a creep or flaregunner and kill them in mid-air	50
Blind Fire	Hard	Kill an enemy while blinded by a flare	100

Flailbomber

First Appearance: Act 2, Chapter 1

Primary Weapon: Flailgun

**Abilities:** The flailbomber charges directly at you and attacks with the Flailgun at close range. If the weapon’s explosive-enhanced chain wraps around your neck, you cannot remove the explosives. Upon eventual detonation, your health is greatly diminished, making you extremely vulnerable to follow-up attacks.

**Tactics:** Slide attacks allow you to dodge under the flail and flip the flaregunner head over heels. The leash can be useful to bring a single flailbomber to a position where you can kick him into someone else, then shoot him. But leashing him is a bad idea if there are lots of flailbombers running at you at once. Whatever you do, don’t run up to these enemies and kick them. At close range, you’ll be hit by their Flailguns.

**Weapon Recommendations:** The Peacemaker Carbine is the best weapon for dealing with these threats. Target the red explosives strapped to their chests to explode them. The Penetrator is also effective, allowing you to redirect the target like an explosive rocket. Avoid using the Boneduster or Bouncer as they lack the accuracy to drop these guys at long range. The Head Hunter sniper rifle is also difficult to use given the enemy’s quick movement.



Flailbomber Skillshots			
Name	Difficulty	Description	Skillpoints
Bombshell	Easy	Kill two or more enemies by exploding a flailbomber	25

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Skull Minibosses

When heavy firepower is required, the skulls deploy their heavies to cut through the opposition. These minibosses pose a serious threat and should be dealt with as quickly and efficiently as possible. Minibosses are also the source of some awesome (and amusing) skillshots. So instead of just killing these guys, try to set up a lucrative skillshot to rack up some serious skillpoints.

Miniboss Skillshots			
Name	Difficulty	Description	Skillpoints
Stomach Pump	Medium	Kill a miniboss by firing a charged shot from the Penetrator into his stomach then kicking it	50
Bossed	Hard	Kill a miniboss	250
Fire in the Hole	Hard	While a miniboss is stunned, kick him from behind, then shoot him in the ass	100
Kick Off	Hard	Remove a miniboss's helmet, then when he's stunned again, kick his head off	200
Touchdown	Hard	Thump a stunned miniboss to his death	100
Whiplash	Hard	Remove a miniboss's helmet, then when he's stunned again, leash his head off	200

Chaingunner

First Appearance: Act 1, Chapter 2

Primary Weapon: Chaingun

**Abilities:** The chaingunner moves slowly and stalks his prey while firing his massive weapon. The chaingun is capable of spitting out high volumes of fire, so always seek cover. Also keep your distance from this enemy to avoid his devastating melee attacks.

**Tactics:** Charged shots and Thumper attacks can stun the chaingunner, making him vulnerable to several attacks and close-quarter finishers. Either leash the helmet off his head or kick the armor plate covering his butt. But avoid leash, kick, and slide attacks when this enemy is not stunned.

**Weapon Recommendations:** The Bouncer, Flailgun, and Penetrator are all very effective against the chaingunner. Charged shots fired from the Peacemaker Carbine can also trigger the enemy's stunned state. If used carefully, the Boneduster can also inflict heavy damage at close range. But avoid using the Screamer or Head Hunter against the chaingunner due to their low rate of fire.

Cannoneer



First Appearance: Act 4, Chapter 1

Primary Weapon: Bouncer

**Abilities:** Big and heavily armored, the cannoneer is a bit slower than most enemies and never takes cover. He's armed with a Bouncer and fires deadly cannonballs that bounce and explode after a few seconds. He always faces his target, guarding his weak spot—a backpack full of cannonballs. If you get too close, he'll knock you back with a powerful melee strike.

**Tactics:** Destroying the cannoneer's backpack is the first step in defeating this enemy. The resulting explosion causes most of his armor to fall off, making him vulnerable to follow-up attacks. With careful aim, you can target the backpack while the cannoneer is facing you. Fire over one of his shoulders to hit a cannonball sticking out of the top of the backpack. Environmental explosives like red barrels and trash cans are also effective means of detonating the enemy's backpack. Or you can unleash a Thumper attack to stun him, then circle around behind him to attack the backpack directly. Once the backpack is destroyed, hit him with a charged shot from the PMC to stun him, then perform a miniboss skillshot of your choice to finish him off.

**Weapon Recommendations:** The PMC, Screamer, and Head Hunter are all useful for scoring hits on the cannoneer's backpack while he's facing you. The Head Hunter actually gives you the ability to steer a bullet behind the enemy and shoot him in the back. The Flailgun is also very effective. Wrap a flail around the cannoneer's neck or body, then detonate the flail to destroy his backpack.





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Driller

First Appearance: Act 6, Chapter 1

Primary Weapon: Penetrator


**Abilities:** The electrical generator strapped to the driller's chest powers an electrical field surrounding his body, making him impervious to most attacks, including the leash. Meanwhile, the hulking miniboss attacks with a devastating Penetrator, capable of accurately scoring direct hits at close to medium ranges.

**Tactics:** Target the driller's electrical generator first, hitting it with explosive attacks or charged shots. Do not attempt slide, kick, or leash attacks until the generator is destroyed. Otherwise, you'll take damage by making contact with the electrical field. Once the generator is destroyed, hit him with a charged shot to stun him, then finish him off in spectacular fashion, setting up a skillshot of your choice.

**Weapon Recommendations:** Explosive weapons like the Bouncer or Flailgun are the most effective against the driller, particularly when targeting the generator on his chest. The Boneduster can also inflict heavy damage if deployed at close range. Unless firing charged shots, the PMC and Screamer inflict very little damage against this miniboss. The Head Hunter can be effective at long range when targeting the generator, but peering through the scope makes you vulnerable to attacks from the driller's Penetrator.



Vulture Gyrocopter



The skulls are well armed with Confederate-issue equipment, like the vulture gyrocopter. These one-man copters are equipped with a punishing machine gun, capable of spitting out lethal amounts of lead in a matter of seconds. When confronting these copters, try to leash the pilot out of his seat, assuming the copter is close enough. If not, shoot them down with a weapon like the chaingun or pick off the pilot with the Head Hunter. Eliminate these threats as soon as they appear. If you're swarmed by multiple vultures, you'll have a hard time surviving the fight.

Vulture Skillshots			
Name	Difficulty	Description	Skillpoints
Parashoot	Medium	Leash an enemy out of a gyrocopter and kill him before he lands	50
Flak	Hard	Destroy a gyrocopter using an indirect explosion	100
Skyjack	Hard	Kill a gyrocopter pilot while the vehicle is airborne	100

THE CREEPS

The creeps are a rival gang of mutants in a constant war for survival against the skulls. A mix of toxic waste and gamma radiation is most likely responsible for their grotesque mutations. But their less-than-appetizing appearance doesn't stop the skulls from treating the creeps like cattle. As a result, the creeps respond aggressively to any human incursions on their territory, often barbarously mutilating the bodies of their skull rivals.

Creep

First Appearance: Act 3, Chapter 1

Primary Weapon: Peacemaker Carbine

**Abilities:** Creeps prefer to keep their distance, often attacking with their Peacemaker Carbines from behind cover. But they're agile fighters at close range, capable of dodging leash and kick attacks while delivering punishing melee strikes of their own. Unless they're stunned or flying through the air, it's nearly impossible to kick a creep.

**Tactics:** Sliding attacks are the most effective way to approach these enemies and knock them into the air. While it's possible to leash creeps, you must first stun them by shooting them. This is sometimes preferable to sliding because these enemies often keep their distance from you. Thumper attacks are the best way to deal with multiple creeps in tight quarters. Although creeps can often dodge leash attacks, they can't escape the violent shockwave of a Thumper.

**Weapon Recommendations:** Most of the weapons in your arsenal are effective against creeps. The PMC and Screamer are great for dealing with these guys at close or medium ranges. At long range, rely on the Head Hunter to take these guys down. The Boneduster works great at close range, but creeps often retreat before you get that close—unless you slide toward them and blow their legs off first. The Bouncer and Flailgun can also be tricky to use given the distance at which most engagements occur.





## Sniper

First Appearance: Act 3, Chapter 1

Primary Weapon: Head Hunter

**Abilities:** Equipped with Head Hunter rifles, the creep snipers are extremely dangerous, usually attacking from extreme ranges. Like creeps, snipers utilize cover, often crouching behind objects while peering through their weapons' scopes. At close range, snipers tend to retreat, often seeking out cover before attacking. A sniper's scope glows red just before he fires. So if you see this glowing red color, find cover fast. Snipers rarely miss their targets.

**Tactics:** If you can get close enough, the leash is handy for pulling these enemies toward you. Thumper attacks are also useful for launching these enemies into the air. Snipers often dash between different pieces of cover. This is when they're most vulnerable, so wait for these opportunities to retaliate and nail them while they're on the run, preferably with the Head Hunter sniper rifle.

**Weapon Recommendations:** The Head Hunter is the best way to counter snipers, especially when confronting these enemies at extreme ranges. At close or medium ranges, the PMC and Screamer are good choices, offering decent damage and accuracy—especially when firing charged shots. But short-range weapons like the Boneduster and Flailgun are less effective because of the speed and distances at which you encounter these enemies.

## BURNOUTS

Even the skulls and creeps avoid the burnouts. These mutants are ferocious cannibals, often attacking in large packs, ripping their victims apart before feasting on their remains. Prolonged exposure to gamma radiation has made their skin rock hard and resistant to most small arms.

## Burnout

First Appearance: Act 5, Chapter 2

Primary Weapon: None

**Abilities:** Burnouts usually attack in large groups and charge toward their prey. Lacking projectile weapons, burnouts attack at close range, pummeling their targets with their fists. Most projectile weapons are ineffective against these enemies unless the orange growths on their body are targeted—this is their only weakness. The volatile orange growths explode when ruptured by bullets, fire, or environmental explosions.

**Tactics:** Explosive-based attacks are the most effective means of stopping hordes of burnouts. Utilize red barrels and trash cans whenever possible by kicking them toward burnouts and exploding them. Burnouts are also susceptible to all the usual environmental hazards, too, like sharp pieces of rebar and electrical wires. Try to kick them into these hazards for quick kills. Leashing enemies into hazards is effective, but may leave you vulnerable to flanking attacks by other burnouts. Slide attacks are largely ineffective, but a kick will knock a burnout on his ass.

**Weapon Recommendations:** Explosive weapons like the Flailgun and Bouncer are the best way to take out burnouts, often leading to multiple kills with each pull of the trigger. The Screamer is also effective, particularly when firing flares into large groups of burnouts. At close range, the Boneduster is very useful, allowing you to score hits on a burnout's orange growths without aiming too closely. While the Head Hunter is a highly accurate weapon capable of easily hitting burnout's weak spots, you're likely to be surrounded and pummeled to death while peering through the scope.

Burnout Skillshots			
Name	Difficulty	Description	Skillpoints
Assplosion	Medium	Kill a burnout by shooting its ass growth	50
Steady Hand	Hard	Only hit the weak spot of a burnout and kill it	100





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# Muta-Burnout

First Appearance: Act 5, Chapter 2

Primary Weapon: None

**Abilities:** Unlike the smaller, faster burnouts, muta-burnouts have no exposed weaknesses. Their skin is rock hard and impervious to most munitions. Although slow, muta-burnouts are as relentless as their smaller counterparts, charging toward their prey and attacking at close range with devastating melee strikes.

**Tactics:** Muta-burnouts cannot be killed with any of your weapons. However, weapons can stun them, making them vulnerable to kicks and slide attacks. So stun them, then knock them into an environmental hazard.

**Weapon Recommendations:** The Bouncer, Flailgun, and Penetrator inflict the most damage on the muta-burnout, making it easy to stun them. The PMC can work in a pinch, but it requires multiple hits before they enter a stunned stage, eating up tons of ammo in the process. Avoid using the Boneduster completely, as you must be close to inflict significant damage, putting you at risk of getting hit by one of the muta-burnout's melee strikes.

Muta-Burnout Skillshots			
Name	Difficulty	Description	Skillpoints
Minced Meat	Hard	Kill the first muta-burnout miniboss	1,250
Grilled Meat	Hard	Kill the second muta-burnout miniboss	1,250



# CCUR FORCES

In response to the downing of the *Ulysses*, Confederation forces have descended on Stygia to rescue General Sarrano. Hitching a ride on Sarrano's jumpship is Gray's only chance of getting off-world, but the General's elite Heavy Echo shock troopers don't take kindly to stowaways.

# Heavy Echo Shock Trooper

First Appearance: Act 7, Chapter 2

Primary Weapon: Peacemaker Carbine

**Abilities:** Co-designed by Trishka, the Heavy Echo shock troopers are General Sarrano's elite guard. Fast, trained professionals, the shock troopers are decked out in ballistic-resistant body armor and helmets designed to induce fear in their enemies. They are also equipped with modified PMCs capable of firing charged shots.

**Tactics:** Heavy Echo shock troopers prefer to attack from medium range while utilizing cover. But they also excel at close combat, using their PMCs as melee weapons if necessary. Their body armor protects them from indirect explosive attacks, so it's best to target them directly or set them ablaze. When firing from cover, shock troopers often utilize charged shots to quickly drop their prey. So always seek cover when you see the telltale orange glow of their weapon.

**Weapon Recommendations:** Despite the troopers' intimidating appearance, most weapons in your arsenal are effective against them. When possible, use the leash to yank these enemies out of cover, then blast them as they fly through the air. Because they utilize cover so effectively, the Boneduster's charged shot is a great way to vaporize these enemies, even if you don't have a clear shot. The Screamer's flare is also a great way to ignite multiple shock troopers clustered in tight spaces.

Heavy Echo Skillshots			
Name	Difficulty	Description	Skillpoints
Ejeculated	Easy	Jettison the Heavy Echoes in the cargo holds	25
Discharged	Medium	Use a charged weapon to kill a Heavy Echo while he's charging his	50



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# INDIGENOUS FLORA

Exposure to heavy amounts of gamma radiation has caused significant mutations in the city’s plant life. While these plants pose minimal risk to you, look for ways to harness their attributes and abilities when confronting enemies.

## Nom Parasite



Although not true plants, these yellow ball-shaped parasites are found on trees scattered throughout Elysium. Attach these parasites to the heads of your enemies by kicking them. If parasites are on branches out of reach, you can also leash them toward you before booting them toward a foe. These parasites stick to your target’s head for a few seconds before they eventually burst. Act quickly while the parasite is still attached to an enemy’s head. There are a variety of cool skillshots you can perform with Nom parasites, so get creative.

Nom Parasite Skillshots			
Name	Difficulty	Description	Skillpoints
Leak	Medium	Put a Nom parasite on an enemy's head then get a headshot	50
Nominated	Medium	Kill an enemy with a Nom parasite on their head	50
Halloween	Hard	Put a Nom on someone’s head, then kick him into an electric object	100
Scarecrow	Hard	Put a Nom parasite on an enemy's head, then impale him	100

## Puffball



Puffballs are green orb-shaped plants containing gas with psychotropic properties, often leading to violent hallucinations and behavior when inhaled. When disrupted or destroyed, these plants emit large green clouds of gas, temporarily infecting anyone nearby. Target these plants when enemies are standing next to them. Once infected, enemies turn on each other, buying you a few seconds to engage other enemies or set up elaborate skillshots. Try to kill enemies while they’re infected to score an Antidote skillshot. Or if you’re feeling confident, walk into a green cloud of gas to infect yourself. This causes the screen to turn green and slightly reduces your vision. However, if you kill an enemy while under the influence of puffball gas, you earn a Toxic Love skillshot.

Puffball Skillshots			
Name	Difficulty	Description	Skillpoints
Antidote	Medium	Kill an enemy who is infected by the puffball gas	50
Toxic Love	Medium	Kill an enemy while you are infected by puffball gas	50

## Venus Man-Eater



These massive carnivorous plants leash their prey with a sticky tongue-like appendage. Once prey has been grabbed, the tongue retracts quickly, whipping its victim into the plant’s mouth. Of all the plant life in the city, Venus man-eaters pose the biggest threat. If you’re grabbed by one, rapidly kick until you break free of its grip. You can kill these plants by leashing or shooting them. But before you kill a Venus man-eater, try to utilize it to score some crafty skillshots. Leash and kick enemies toward one of these plants to earn a Feeder skillshot—the enemy must not touch the ground, though. Or feed a red barrel or trash can to a Venus man-eater to score a Bad Digestion skillshot. You can also earn the Om Nom Nom! achievement/trophy for feeding a Venus man-eater a Nom parasite.

Venus Man-Eater Skillshots			
Name	Difficulty	Description	Skillpoints
Bad Digestion	Hard	Cause a Venus man-eater to swallow something explosive	100
Feeder	Hard	Feed an enemy to a Venus man-eater	100



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Xbox 360 Achievements and PS3 Trophies					
Icon	Name	Description	Gamerscore	Trophy	How to Obtain
COMPLETION					
	Destructive Beat	Complete single-player campaign on Very Easy or Easy difficulty	20	Bronze	Start and complete the campaign on Very Easy, Easy, or a harder difficulty.
	Violent Melody	Complete single-player campaign on Normal difficulty	30	Bronze	Start and complete the campaign on Normal or a harder difficulty.
	Brutal Chorus	Complete single-player campaign on Hard difficulty	40	Silver	Start and complete the campaign on Hard or a harder difficulty.
	Blood Symphony	Complete single-player campaign on Very Hard difficulty	50	Gold	Start and complete the campaign on Very Hard.
	Major Malfunction	Destroy 50% of the newsbots	10	Bronze	Find and destroy at least 14 newsbots. Reference the collectible checklists for all newsbot locations.
	Total Malfunction	Destroy all newsbots	20	Silver	Find and destroy all 28 newsbots. Reference the collectible checklists for all newsbot locations.
	Insecticide	Destroy 50% of the electroflies	10	Bronze	Find and destroy at least 11 electrofly swarms. Reference the collectible checklists for all swarm locations.
	Pest Control	Destroy all electroflies	20	Silver	Find and destroy all 21 electrofly swarms. Reference the collectible checklists for all swarm locations.
	Space Pirate	Drink at least 20 bottles of Nom Juice	10	Bronze	Find and drink 20 bottles of Nom juice. Reference the collectible checklists for all bottle locations.
	Straight Edge	Destroy at least 20 bottles of Nom Juice	10	Bronze	Find and shoot 20 bottles of Nom juice. Reference the collectible checklists for all bottle locations.
CHECKPOINT-BASED					
	Fits Like a Glove	Meet your new best friend	15	Bronze	Automatically earned when you find the Final Echo leash during the Prologue.
	Patched Up	Receive a software update for your leash	15	Bronze	Connect to the first dropkit in Act 1, Chapter 1.
	All Bow To Heavy Metal	Big head, big headache	15	Bronze	Stop the Hekaton's pursuit in Act 1, Chapter 3.
	Size Matters	Use your biggest weapon	15	Bronze	Clear a path with the Mechaton in Act 2, Chapter 2.
	Damsel in Distress	Rescue the princess	15	Bronze	Rescue Trishka from the creeps at the dam in Act 3, Chapter 2.
	Destroyer of Worlds	Cause major destruction	15	Bronze	In Act 4, Chapter 1, use the giant ball to knock out the barricade blocking the street.
	Weed Killer	Tidy up the back yard	15	Bronze	Kill the Hyper-Mutated Flytrap boss at the end of Act 4, Chapter 2.
	Minced Meat	Take out the mall's biggest customer	15	Bronze	Dice the muta-burnout boss in Act 5, Chapter 2, by kicking him into the chopper's spinning rotor.

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Icon	Name	Description	Gamerscore	Trophy	How to Obtain
	Grilled Meat	Prepare a big meal using an improvised electric stove	15	Bronze	Electrocute the muta-burnout boss in Act 6, Chapter 3, by kicking him into the electrified wires.
	Armed and dangerous	Grow as a person, experience betrayal. Again.	15	Bronze	In Act 6, Chapter 3, input the disarm code for the DNA bomb.
	Stowaway	Catch a ride	15	Bronze	This is earned at the beginning of Act 7, Chapter 2, for making it aboard Sarrano's jumpship.
GAMEPLAY					
	Pointless	Execute at least 10 headshots before you find the first dropkit	10	Bronze	During the Prologue and before accessing the first dropkit in Act 1, Chapter 1, score at least 10 headshots.
	Disco Inferno	Kill all enemies without leaving the dance floor in the city outskirts	10	Bronze	In Act 2, Chapter 1, kill the chaingunner and all other enemies while never leaving the dance floor area.
	Chop-Chopper	Kill the enemy inside the airborne helicopter in the park	20	Bronze	Use the Head Hunter to kill the banshee door gunner as the chopper flies over the park in Act 4, Chapter 2.
	Red Barrels	Explode all the red barrels on the rooftop while in a helicopter	10	Bronze	At the end of Act 5, Chapter 3, use the banshee's chaingun to shoot all the red barrels on the rooftops.
	No Man Left Behind	Kill all enemies while escaping from the collapsed building	20	Bronze	At the end of Act 4, Chapter 3, kill the two skulls before reaching the elevator; a Thumper works well.
	I Might Be Late	Kill all enemies during the sprint to Sarrano's jumpship	20	Bronze	Once the timer starts, kill every enemy at the end of Act 7, Chapter 1, while racing to Sarrano's jumpship.
	Just One Last Thing	Kill all enemies before you reach the escape capsule	20	Bronze	As soon as you enter the Ulysses at the end of Act 7, Chapter 2, kill every Heavy Echo shock trooper you encounter. Thumpers and the Boneduster's charged shot work well. Enter the capsule and kick the final shock trooper as he tries to enter through the hatch.
	Om Nom Nom!	Feed a Venus man-eater with a Nom parasite	10	Bronze	Kick a Nom parasite toward a Venus man-eater. This can be accomplished at multiple points during the campaign.
SKILLSHOT ACCUMULATION					
	Wannabe	Perform 10 different single-player skillshots	10	Bronze	You can earn this early on in the campaign just by performing 10 different skillshots.
	Somebody	Perform 25% of the single-player skillshots	20	Bronze	Perform at least 34 different skillshots during the campaign.
	Big Cheese	Perform 50% of the single-player skillshots	30	Bronze	Perform at least 68 different skillshots during the campaign.
	Celebrity	Perform 75% of the single-player skillshots	40	Bronze	Perform at least 102 different skillshots during the campaign.
	Golden Idol	Perform every single-player skillshot in the game	50	Gold	Perform all 135 skillshots during the campaign.
	Master of Disaster	Earn 2,000 points or more at once	40	Silver	This is easiest in Echoes mode. At the start of the Jumpship level, unleash a Thumper to kill multiple Heavy Echo shock troopers with Flyswatter and Shocker skillshots.



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Icon	Name	Description	Gamerscore	Trophy	How to Obtain
ECHOES MODE					
	Remembrance	Play three different Echoes	10	Bronze	Simply play through any three of the Echoes levels.
	Shooting Star	Get at least 1 star on each of the first 14 Echoes	10	Bronze	Play all 14 Echoes levels and achieve at least one star on each.
	Supernova	Get 3 stars on each of the first 14 Echoes	40	Silver	Play all 14 Echoes and achieve three stars on each. Use multiple unique skillshots and move quickly to earn time bonuses on each level.
	Bounty Hunter	Have a total of at least 75,000 points in Echoes mode's total high score	20	Bronze	Play multiple Echoes levels until you earn a total of 75,000 points. Your score is tracked on the leaderboards.
	Guerrilla Tactics	Execute at least 25 different skillshots in one Echo round	10	Bronze	Try this on the Monorail level and access the dropkit to switch weapons, allowing you to perform a wide variety of weapon-based skillshots.
	Halfway There	Get at least 21 stars in Echoes mode	15	Bronze	Play through the Echoes levels until you've earned at least 21 stars total.
	Old School	Finish an Echo round without executing a single skillshot	15	Bronze	Only use the PMC and avoid scoring head/throat shots. Simply shoot enemies in the chest until they die.
	Enforcer	Get at least 15,000 points in one Echo round	20	Bronze	Attempt this on The Club, The Park, or Monorail levels and strive to score a unique skillshot with every kill. Also, switch weapons often by accessing dropkits.
	Star Struck	Get 3 stars on 10 different Echoes	10	Bronze	Utilize multiple skillshots and time bonuses to earn 3 stars on at least 10 different Echoes.
	Hoarder	Have a total of at least 150,000 points in Echoes mode's total high score	40	Gold	Continue playing Echoes until you reach a score of 150,000 points. Your score is tracked on the leaderboards.
MULTIPLAYER					
	Like a Boss	Defeat your first boss in Anarchy mode	5	Bronze	Simply kill a miniboss in an Anarchy mode match. You must deliver the fatal blow.
	Anarchy Master	Get 50,000 points in one wave in Anarchy mode	30	Bronze	Work with your team to score at least 10,000 points in one Anarchy mode wave. Focus on team challenges and team skillshots.
	Team Player	Complete 200 team challenges in Anarchy mode	10	Bronze	Play multiple matches of Anarchy mode and work with your teammates to complete at least 200 team challenges.
	Final Echo	Achieve level 65 in Anarchy mode	40	Bronze	Keep playing Anarchy mode until you reach level 65. Focus on performing team challenges and team skillshots to expedite the process.
	Environment Master	Perform every Anarchy environmental skillshot	20	Bronze	Perform all unique skillshots associated with each Anarchy mode map.
PS3 EXCLUSIVE					
	Dead Echo	Acquire all trophies in Bulletstorm	N/A	Platinum	Earn all the other trophies to unlock the game's platinum trophy.

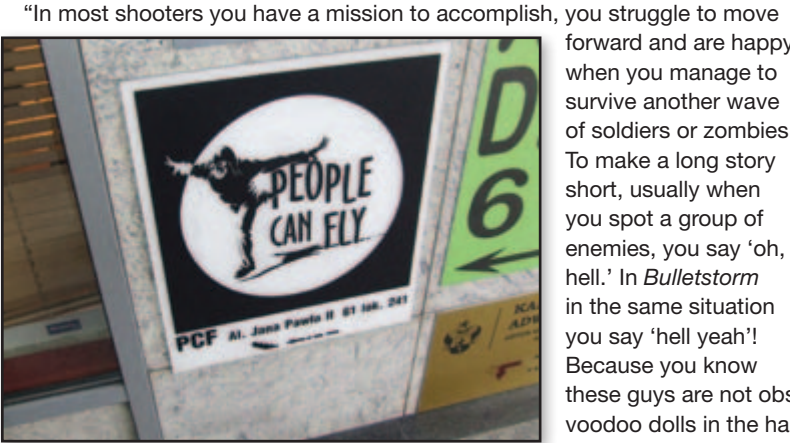
# THE MAKING OF BULLETSTORM

## INTRODUCTION



**Adrian Chmielarz:** Bulletstorm's Creative Director

Getting points for disposing of enemies in astonishing ways is what makes *Bulletstorm* stand out. They're called skillshots. Anyone can send a couple of bullets into an enemy's torso. But not everybody would stop to plan, set him on fire, and then deliver a headshot!



*Follow the signs on the street to the studio.*

"In most shooters you have a mission to accomplish, you struggle to move forward and are happy when you manage to survive another wave of soldiers or zombies. To make a long story short, usually when you spot a group of enemies, you say 'oh, hell.' In *Bulletstorm* in the same situation you say 'hell yeah!' Because you know these guys are not obstacles; they're dolls to play with. To be more exact—voodoo dolls in the hands of a sadist. And that's how the skillshot system works. Since you play as a skilled soldier, you can pull off crazy actions. Of course, if you decide to kill the enemy in a traditional way, you will still be rewarded, but it'll be only a fraction of what you might get when you perform one of something like 130 skillshots included in the game. I call it 'ease vs. reward'—there's nothing for free. You need to make some effort to score really high."

Given that skillshots constitute the core mechanism of gameplay, it's interesting to note that *Bulletstorm* started its existence without them. Even now, Adrian sees his game as something more than skillshots.

"For me the core idea behind the game is high adventure. It's a rollercoaster ride from the beginning to the very end. And that's how the game started: We wanted space pirates, a planet full of mutants, and a beautiful woman amidst all that. The skillshots layer emerged later, maybe a year after we began the project. At first *Bulletstorm* was supposed to be a traditional shooter, just extremely creative and perfect in every detail. However, at some point we noticed that we had many elements that could interact with one another: the leash, weapons, kicking, and sliding. Our people started to pull off quite spectacular moves, just for fun. So the idea emerged: If everyone does it, let's evaluate their performance. After that the idea evolved and eventually assumed the form of skillshots."



*Concept art of Dead Echo's Spectre.*

"Kill with skill"—it's hard to know what *Bulletstorm* is and not have heard this catchphrase. It's become synonymous with the game. These words seem to spurt from *Bulletstorm* and define it. But what does it really mean to kill with skill? Deciphering the slogan is not so simple, acknowledges Adrian Chmielarz, *Bulletstorm*'s Creative Director.

"This slogan frightened us. It sounds great but the problem is it sounds as if people without skill couldn't have a great time playing the game. And it's simply not true. Even if you aren't an experienced gamer, in *Bulletstorm* you can always kick the enemy off the ledge and get some points. Of course, if you have mastered the system and play really well, you will score much higher and occupy leading positions in the rankings."



*People Can Fly is housed within this office building in Warsaw, Poland.*

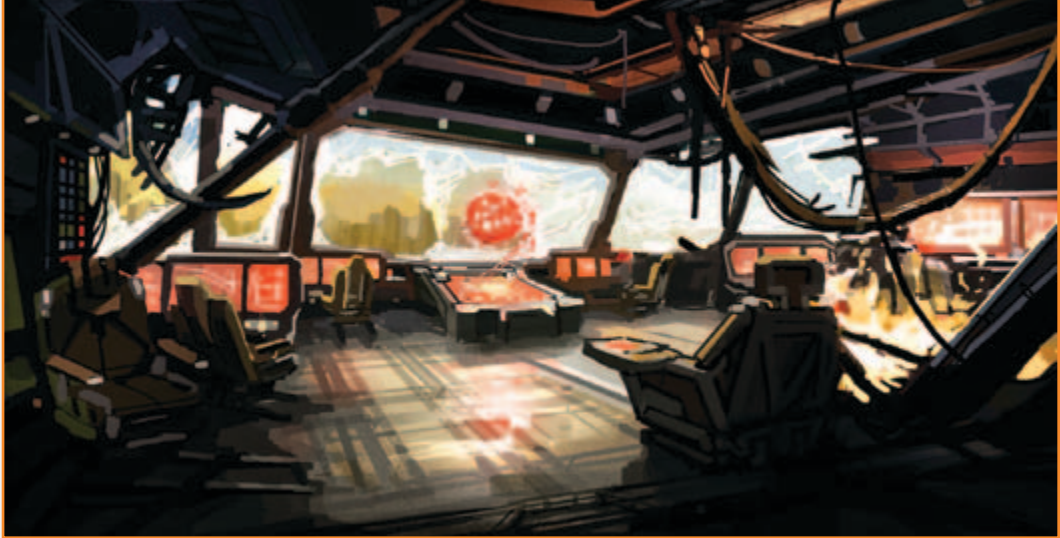
And be sure, when you taste skillshots, you won't want to go back.



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# Realizing How Badass You Are

“I watched many people playing the game and everyone at the beginning treats *Bulletstorm* as an ordinary FPS game. Fortunately, it lasts only for several minutes,” explains Adrian. “We’ve seen players keeping the longest possible distance from the enemies, hidden behind the cover, aiming at those two pixels in their crosshairs. Luckily, at some point they happened to get near the enemy, kick, and kill them in the air. And they got lots of points. That’s how people get absorbed into the game. I haven’t seen anybody who has tried skillshots and preferred they hadn’t been there. Gamers have been learning for years how to survive in shooters and here they discover it’s more important to be spectacular, not just effective. The game doesn’t force the player to change their habits, it happens naturally.”



The Spectre's bridge, as depicted in an early sketch.



An early sketch of the Spectre's onboard medical facility.



The Ulysses, in better times.

How to start the journey into the world of *Bulletstorm*? It's best to check what you've got in stock. The protagonist, Grayson Hunt, has many tricks up his sleeves. The most important thing seems to be the leash. This inconspicuous device is more useful than it first appears. First of all, it can pull enemies toward you, even if they're hidden behind cover. They will then float in front of you, caught in slow motion for a few seconds. The rest of the world, including you, moves at natural speed. It's the time when you can do to an enemy whatever you can think of—burn, kick or perform a headshot on them. What's great about the leash is that it works for a really long distance. If



Sweeping views of the shimmering cityscape, as seen in the flashback sequence outside Novak's office.





*People Can Fly's lobby and reception desk.*

the enemy escapes, try to leash them—they're probably still within range. Feel free to experiment with the leash. In single-player mode, its energy is unlimited. You can also leash guns lying on the ground and save the ammo that way.

Kicking is almost as important as leashing. Just as with the leash, kicking puts your enemies into a slow motion state, making them more vulnerable to your actions. It also pushes them back, knocking them into sharp objects or throwing them into a chasm. Kicking has one more important feature that is rarely found in other video games—it works even while you're reloading. So it makes a great last resort option in close range, when you're unable to shoot. It gives you a few seconds to finish reloading, make your way to cover or just eliminate a threat.

While your kicking abilities are useful, don't forget about sliding. It gives you great advantage during a fight. Basically, it works like a kick but at long distance—you can quickly approach the target and trip them up. The same rules apply: The enemy will be in slow motion, at your mercy. But this is not the only use of sliding. Because you can steer while sliding, it's perfect for escaping from no-win situations. Or for surprising that mutant hiding around the corner. One more hint: You can reload while sliding, too! It's always better to be prepared than to empty the whole magazine when going toward the target.



*Early concept sketch of a newsbot.*

It may not be a core feature, but it certainly doesn't hurt to know that *Bulletstorm* lets you change your weapon in three different ways. The simplest one is to tap the Y/triangle button; you will switch between the default PMC rifle and the alternative weapon last used. You can also hold the button to open a weapon wheel. The game slows down and lets you choose manually. The last method involves the d-pad. Just pressing left, right, or up brings the weapon you've assigned to it.

Last but not least: the Thumper. It's an upgrade to the leash, but a very functional one. The Thumper becomes available later in the game and you should make sure to purchase it in the dropkit as soon as you can. Instead of tapping the button for the leash, hold it down. You'll unleash a powerful kinetic wave that sends enemies high into the air. They'll stay that way for six seconds in a slow motion state, too. It even works on explosives such as barrels and trash cans! But what would happen if you used the Thumper in a roofed place? Check it out. You'll be pleased!



*The team spent a long time on getting the barrels to look just right, as seen in these different barrel variants.*



*The studio's logo is featured prominently on the lobby's floor.*



*Like the barrels, the trash cans went through several revisions.*



# How to Trigger a Kill



The studio's first game was Painkiller, released in 2004.

Kicking, sliding, leashing... Okay, but what about shooting? *Bulletstorm* is a shooter after all. Don't panic! The game features a wide and unique range of guns, from a standard carbine to the Penetrator—a new incarnation of the stake gun from *Painkiller*, a previous People Can Fly game. Seven main weapons with two fire modes each allow for a variety of play styles, strategies, and skillshots. You only need to keep in mind that one gun is no

better than the other in *Bulletstorm*.

“We don't have a normal progression of weapons,” says Adrian. “It's not that you start with the weakest and gradually get stronger ones. The seventh gun is not necessarily better than the second one. They differ exclusively in play style. Of course, new weapons are worth using since they let you perform new skillshots, but in good hands each gun is as effective as the rest. Even the standard PMC is a full-fledged weapon, very effective and with many opportunities for creative kills. You can shoot a running enemy in the legs, fell and finish them and you will get Trip Wire. Don't forget that PMC has also a great charge shot that kills



The Peacemaker Carbine.



Bulletstorm artwork is present throughout the studio.

the enemy instantly.”

As Adrian says, never forget the charge shots. These are basically alternative fire modes, which you buy in the dropkits scattered around the levels. The twist is that it's not enough to press the button to shoot. It only activates the charge shot, which is indicated by rumbling controller and heating weapon. To actually fire, you need to press the trigger. However, before you do so, you can aim your shot or even switch the weapon and return to the charged one later! Since charge shots are limited and expensive, it's possible to cancel charging by pressing the alternative fire button again. It may come in handy at any moment, so it's better not to waste any. You must remember, though, that since charge shots are very powerful, they don't give you many skillpoints.

Charge shots aside, even the normal fire mode holds some surprises. For example, a well-aimed shot in the head from the revolver-



An early rendering of a dropkit.



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*Different views of the skulls' hideout.*

feel completely safe when controlling the bullet; at that moment you're temporarily immortal.

The Penetrator fires whirling drills that nail enemies to walls and floors. But the Penetrator holds a certain helpful secret. If you've got it equipped, you're able to slide into the enemy and instantly kill them, without firing or losing ammo! And it gets only better: After a kill, the slide is extended so that you may hit another opponent. It's more difficult than it seems, but it's extremely rewarding.

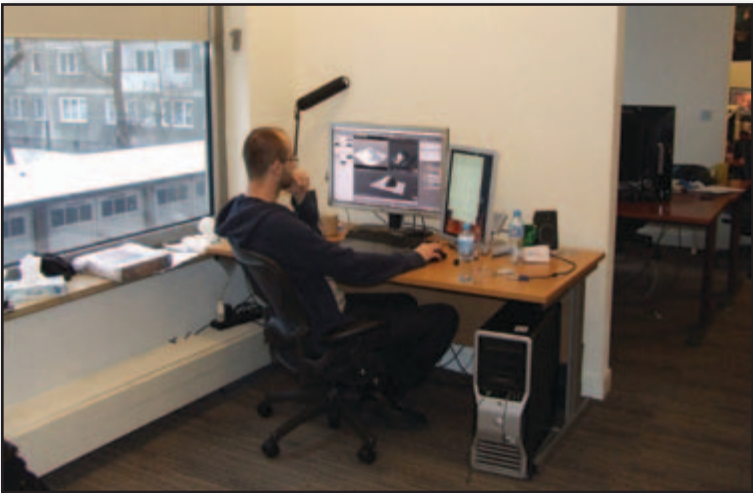
Next thing: explosion synergy. Have you heard about it? If not, Adrian explains:

"Few people know that we've included so-called explosion synergy. It sounds frightening but in fact is very simple. You have different explosives in the game: trash cans, grenades, and flailchains from the Flailgun. If you combine two of them, the explosion will be much

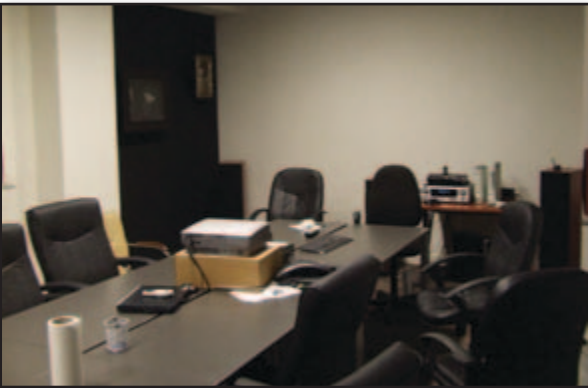
like Screamer is an instant kill! The shotgun (Boneduster) does even more wonders because its standard fire can work in two ways. If you're very close to the enemy, one shot is enough to dismember the foe. Yet, if you move back a few steps, it won't be fatal but instead will push them back and hopefully impale them on cacti or wires. So it works like a kick—you don't need to be very close to the enemy and it does much more damage.

Likewise, the Bouncer has more to it than meets the eye. At first glance, it works like an average grenade launcher, with grenades exploding on contact. Beware, though, because the grenades are not armed immediately after firing and that's why the Bouncer doesn't make a good close-range weapon. Fortunately, it has other advantages. If you hold the fire button, the grenade won't explode and will bounce until you release the trigger! To use the launcher effectively, it's crucial to carefully watch the environment. When the surroundings are too complicated, it's hard to predict which way the grenade may go. So it's best to use it on a more or less empty, downward surface, like stairs. There, it becomes a great solution to an approaching group of mutants.

The sniper rifle, the Head Hunter, allows you to lock on an enemy, fire a bullet, and steer it straight to a target. With it, headshots are no-brainers. But that's only the tip of the iceberg. First of all, you can shoot without locking if you don't zoom in. You can also stop controlling the bullet at any time, and it will go straight to the point it has been aimed at. What's more, you can steer away from the locked-on enemy and send the bullet into a nearby explosive. The best part is that you can

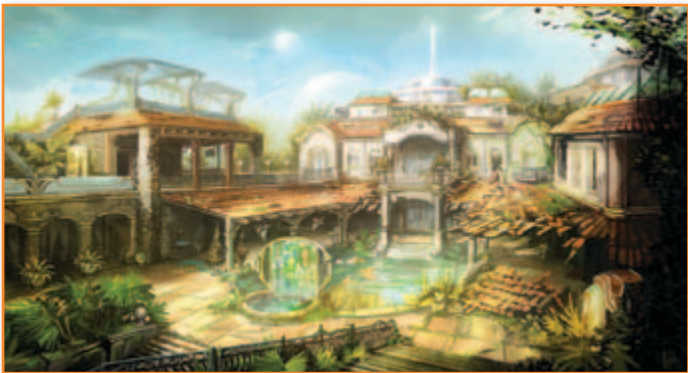


*One of the team's artists developing some complex geometry.*



*Major decisions are made in the studio's large conference room.*





Early artist's rendering of a residence on the city outskirts.



Concept art of the entrance to the Monster Dome on the city outskirts.



The Screamer.

bigger, do more damage, and hurt more enemies. Simply put, it pays to use an explosive weapon on an explosive item.”

In addition to the seven weapons mentioned so far, there are also two contextual firearms. The first one is the chaingun, which is best for continuous fire. Be careful because it can overheat. It's a good idea to take your finger off the trigger every few seconds.

The chaingun is a heavy piece of metal, so you can't slide or kick while you wield it, but the leash is always at your disposal. Unlike any other guns in the game, the chaingun is limited by a battery that depletes after several seconds, so it's wise not to pick up the gun when there are no enemies incoming. However, it is possible to put it away, use another weapon and pick it up again.

There are no such problems with the Mechaton. It doesn't look like much of a weapon, but as long as it fires, it counts. The first thing to remember is that its head takes time to turn, so you should choose targets near each other to achieve an uninterrupted flow of fire. Next is that killing a foe without letting go of the trigger after you've killed at least one mutant gives you a skillshot called Full Throttle. Because Mechaton's ammo is unlimited and it doesn't have to reload, it's technically possible to get Full Throttle on every single enemy except the first one! Infinite skillpoints? Nope, but close enough.

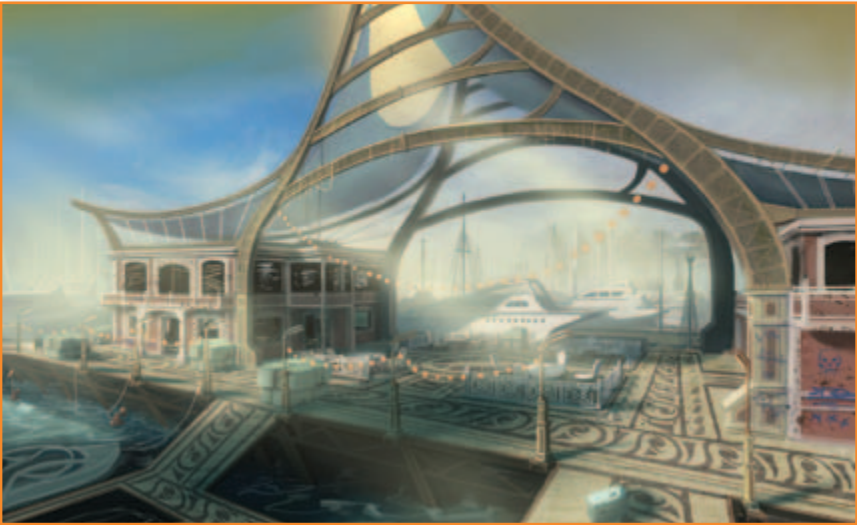
## Killing Is Not Enough

By now, you should know how to effectively kill in *Bulletstorm*. But, as we've already established, *Bulletstorm* is not about effectiveness. It's about spectacular attacks in the form of skillshots. Skillshots give you skillpoints that you can exchange for weapons and upgrades, and thus perform new skillshots. But it's not enough to master a few actions and exploit them throughout the game. Skillshots are divided into three categories based on their difficulty: easy, medium, and hard, for which you get 25, 50, and 100

skillpoints respectively. But what makes the whole thing really interesting is the new skillshot feature. Let Adrian describe it to you:

“The new skillshot feature is a superb addition which helped us a lot. For every skillshot you haven't done before, you get five times as many points! If you were really good, you could theoretically exploit one advanced skillshot throughout the entire game. With the new feature, it pays off to discover new skills. Performing all 130 skillshots isn't an easy job. You may be able to do headshots, but can you complete Mercy or Afterburner? Can you do this, this, and that?”

Even the most difficult skillshot is worth less than any new one! This is why every player should befriend the skillshot database included in the game. The skillshot database shows an organized list with (almost) all skillshots available in the game and descriptions on how to achieve them. It's not cheating; the developers intend for players to make use of the list. To make it clearer, the database hints which skillshots you can complete at any given moment,



The marina, as depicted in an artist's sketch.

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*Need to take a break? Grab a snack from the studio's kitchen.*



*The Head Hunter.*



*Look familiar? This view of the marina is very close to the final version seen in the game.*



*Exterior view of the dam.*

depending on factors such as the environment, available weapons, and upgrades. It's always good to check the database after buying a new gun or charge shot.

Of course, discovering new skillshots yourself is even more fun. It takes a bit of creativity, but after a few successful attempts it'll become second nature. First of all, you should check all dangerous objects in the environment, especially anything spiky. For example, cactus thorns are perfect for impaling an enemy and getting the Pricked skillshot. So are rebar. When you spot uncovered electrical cables, make sure to send an enemy or two toward them. Even a plain wall can be deadly. Water pools, rivers, chasms...whenever you see something new in the environment, you should try to kill by using it. Explosives are also your best friends. When enemies are near an explosion, they'll die instantly. If they're a bit farther away, they'll be set on fire.

Then you can finish them off with any of your weapons and get Afterburner. That's how the hotdog cart works, for example. But this is not its only use. Instead of blowing it up, you can kick the cart into an enemy and pin him to the wall to earn Fast Food.

And here come charge shots again. Generally, they give you few points unless you come up with a more vicious use for them. Let's discuss the PMC's charge shot, which kills the foe in the blink of an eye. It's worth only ten points, but if you line up two or more enemies and kill them that way, you get X-Ray, which is worth 100 points per enemy killed. As another example, Headshot pays only 25 points, but what if you use Headshot on somebody with the charge shot? Overkill discovered! And what's Misfire? The Screamer's charge shot fires burning flares that stick to the enemy, set him on fire, and explode after a moment. (Don't forget, you can always kill them before the flare explodes!)

There are also secret skillshots that are not described in the skillshot database. You can perform these at certain places in the game. Usually they have something to do with the surroundings. So if you're at the dam and see huge, energy-producing wheels, try kicking some mutants into them. Experimenting pays off because secret skillshots let you quickly dispose of large, hostile groups and gain a lot of points. So always pay attention to potentially deadly devices, such as damaged elevators or the whirling blades of a downed helicopter.

New and secret skillshots are not the only ways to earn lots of skillpoints. There are three kinds of collectibles, too. One type is the newsbot, an R2D2-like robot that roams the planet's ruins. Every destroyed newsbot gives you 500 points, so it's quite a big deal. But before you shoot one, wait! Detonate a newsbot near an enemy and you'll get the Killer News skillshot extra.

Destroying a swarm of electroflies, the second collectible, gives you Exterminator (worth 100 points). The easiest way to annihilate those little blue bugs is to use an explosive weapon. However, here is a piece of developer's advice: Take your time and kill the flies one by one. The first one will give you 10 points, the next one 20, and so on. When you're done, you'll be awarded the skillshot anyway. This way, you can double the points won from a swarm.

The last collectibles are bottles of Nom juice. You can destroy the bottle and get some points, or you can drink it. While drunk, it's harder to move and aim but if you manage to kill somebody, you discover another skillshot.



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When it comes to pinball, the team has very good taste, as evidenced by these classic machines.

Aside from the collectibles, there are also other ways to earn easy points. Saving ammo is one of them. Never spend all your money on ammunition in dropkits, because you can always find some in the levels, either by collecting weapons dropped by eliminated enemies or by searching for ammo packs hidden here and there. Moreover, there are certain points where it's possible to make the enemies respawn. More mutants = more kills = more skillpoints. In Act 4, if you don't activate the elevator (that's a secret skillshot) and handle the group of enemies in a different way, another group will arrive. A similar situation takes place in the Hideout. Until you destroy the gyrocopter, the mutants will keep coming, allowing for more kills.

*Bulletstorm* features quick-time events (QTEs), and you should not underestimate them. From time to time, a button icon appears. When you hold the button, you focus on a certain point of interest. The sooner your reaction, the more points you get, up to 500. Later in the game, things gets a bit tricky because the QTEs can activate in the middle of a firefight. Climbing also triggers QTEs, giving you an easy way to earn skillpoints.

## Death Should Be Spectacular

You may think you know already enough about the system, but the fun has only begun. The key to high scores is to combine skillshots! It's called "layering." You know how to get Afterburner (by setting an enemy on fire) and Headshot, so what happens if you shoot a burning enemy in the head?

"And then you discover you can have two skillshots from one guy," says Adrian. "It doesn't mean there can't be more, though! Our testers have managed to get six, but nobody says it's the limit. You can be drunk, your enemy poisoned, burning, and in the air at the same time. Suddenly it turns out that layering completely changes the game. That's why we came up with the idea of the Echoes mode. In the single-player campaign players in fact only taste the true power of *Bulletstorm*. Once they progress to Echoes, they begin to discover the possibilities the game gives them. We've seen such a process in the studio. We started a two-week competition. At the beginning, people had around 5,000 points on a given map. At the end, it was 15,000. Every single day somebody would beat the current record, trying to use all aspects of the system to their advantage."

In Echoes mode, you replay particular sections from the story to score as many skillpoints as possible and share the results with friends through leaderboards. At the end of the attempt, you also get a time bonus if you've been quick enough. However, don't get preoccupied with the time. It's better to earn more skillpoints than to save a few seconds. The best strategy is to completely forget about the time bonus and to work out a perfect (in your opinion) playthrough of the section. Only then you should try to execute your plan as quickly as you can. However, this should take you some time because it's difficult to tell where the possibility for improvement ends. Learn from Adrian's example:

"I completed one of the levels in Echoes getting a new skillshot on every single guy and I was so proud of myself. I got something like 6,000 points. The next day I checked the leaderboard and saw that my colleague got 11,000. He must have cheated, I thought at first. But then I began to scheme. I had done Mercy on one of the enemies. But if I finished him with a charge shot, would I get Mercy *and* Overkill? Yeah, I would and I did. I earned 1,000 points instead of 500 on one guy! And so the fun goes on. After four years of development, we saw our testers perform completely new combinations, so I'm sure that when players put their hands on *Bulletstorm*, in one week time they'll come up with things we never thought are possible."



The Flailgun.



The kitchen inside the dam—before the creeps redecorated.



*Early sketch of the office building during the gamma radiation storm.*

For now, there's no such thing as the one and only right way to play a level. However, in beating the records of others it's helpful to know that certain skillshots can work like "openers" of a sort. It means they're good for opening a layering of skillshots. If there's a bottle nearby, you can get "drunk" and obtain the Intoxicated skillshot. You get Afterburner for setting the enemy on fire, Toxic Love for poisoning them, and Sadist for prematurely killing a guy tied with a flailchain. Be prepared so you can send the victim into the air with the Thumper and only then finish them off (another two skillshots). Of course, you're awarded a multiplier for eliminating a few mutants at once, so try to do it on a group of enemies. And if any of these skillshots has been performed for the first time, the new bonus awaits you! However, there are times (although they're few) when you have to kill an enemy in a certain way because of a script. In such a situation, it's best not to perform that particular skillshot earlier. For example in the Hideout, you have to Pancake an enemy at a certain moment, so don't do it earlier, even though you have the opportunity!

To give you an idea what really good play throughs may look like, check out the following examples straight from the People Can Fly studio.

Arcade Berg, Game Designer and Community Manager, always tries to obtain X-Ray on the first three guys in the Hideout (to do so, he needs to kill them all with single charge shot from the PMC). If he's not successful, he restarts the level and tries again.

Rafal Pawlowski, Q&A team, came up with a plan how to score more than 4,000 points in two shots on the Spaceport level. You need the Head Hunter (the sniper rifle) and Flailgun (the flailchain launcher). Charge the Flailgun, then switch to the rifle and charge it. Spot two running enemies below and on your right. Lock on the right guy but steer the bullet into the left guy's head and detonate it as soon as it reaches its target. You should get Headshot, Bluff, and Letter Bomb x2. After that, switch back to the already-charged Flailgun and watch the door in front of you. When it opens, wait till two berserkers are as close to you as possible, then fire at their heads. In addition to getting two Headshots, you should also become intoxicated by the gas from their exploding heads. If your shot is well aimed and well timed, the charged flailchain will decapitate the enemies following the berserkers and you will get Headshot, Toxic Love, and French Revolution, all multiplied by five. About 4,000 points in total. Wow!

One more thing to remember: Always connect to every drookit in Echoes. They replenish your ammo automatically and usually unlock new weapons, which means new skillshots are available.



*The lobby of the office building during the storm.*

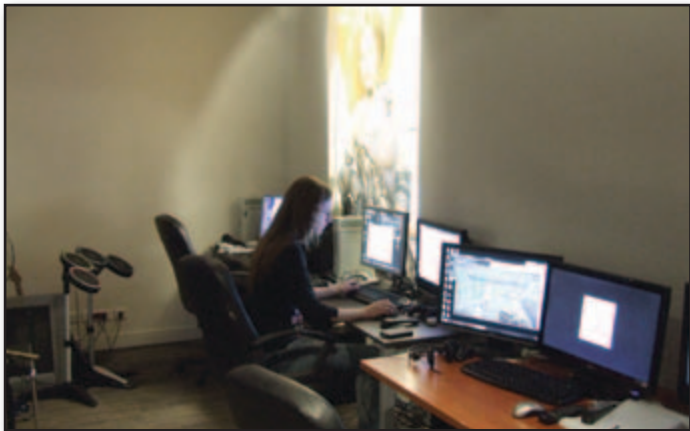


*An early sketch of transportation canals in the undercity.*



*Even the desks in the office were sketched out before they were rendered.*





*This is where the team gathers for heated multiplayer sessions.*



*The testers work long hours, making sure the game is bug-free before the certification process.*

## Never Kill 'em Alone

So you know about the skillshots, the new feature, and layering. There is still a final degree of initiation, team skillshots. But let's start from the beginning.

*Bulletstorm's* multiplayer mode is called Anarchy. The objective of your team (up to four players) is to survive a wave of enemies and reach a set amount of points. If you fail to do so, you need to re-take the wave. Between waves, you've got 30 seconds to buy weapons and upgrades in dropkits. Anarchy features several new upgrades you can purchase, such as enhanced health, reloading time upgrades, and upgraded leash regeneration time (in Anarchy the leash is limited).

One thing is certain: If you don't cooperate with your teammates, you're not going to score enough points. Performing skillshots by yourself won't take you far. For example, Bullet Kick is performed by killing a kicked enemy. So what if you kicked the enemy and your friend finished him? You both get points! And so it goes. If you complete a skillshot with help of one or more of your teammates, each participant gets points. Let someone else set that mutant on fire before you step in for the kill; now it's Team Afterburner.

To get a better grasp of how it works, it's good to start playing Anarchy with only one friend. That way it's easier to perform certain actions on purpose and not be overwhelmed by the intensity of the action. When you think you're comfortable with the system, you can progress to four-player matches.

To make things more interesting, Anarchy offers skillshots not possible in single-player mode. If you leash your enemy, it pulls them toward you. So when two players leash the same guy at the same time, there will be blood. There will also be a skillshot called Tug-O-War, worth 100 points. Mastering such moves is important mainly because from time to time enemies appear on the map with the "Team Challenge" caption above their heads. Although you can kill them in any way, only the displayed skillshot will give your team significant bonus points. As the skillshot could be anything, mastering Anarchy means mastering the skillshot database.

The multiplayer mode introduces a feature called Blood Symphony. When you kill with skill, a red meter on the bottom of the screen fills up. When it's full, you can activate Blood Symphony. For several seconds, every kick, slide, or leash instantly kills the enemies, giving you 200 points each. Try not to use it as soon as it becomes available, but wait for a larger group of enemies to show up. Then it can be super effective!

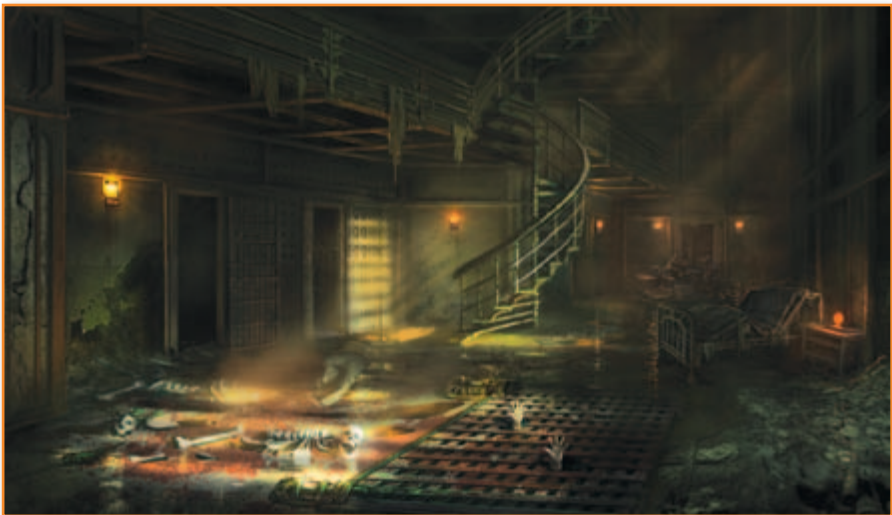
What's more, when you achieve the set point goal soon enough, every member of the team gets additional points for Fast Finish. You can spend the points in dropkits, but they also determine your position on the leaderboards and allow you to level up your character.



*Rafal Pawlowski: Quality & Assurance*



*The Boneduster.*



*Early concept sketch of the prison facility.*

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A view of the prison dining room—a location that didn’t make it into the game.

aspect to it. You advance through waves of enemies together but level up and unlock new prizes alone. After each wave, the game shows who was the biggest contributor. Reconciling cooperation and being the best of the team at the same time is the ultimate goal. Enjoy your game!

## Final Words

Congratulations! Now you’re more than prepared to delve into the world of *Bulletstorm* and leash and kick some asses. However, before you go and play the game, know that *Bulletstorm* is more than skillshots alone. The plot and the world People Can Fly created await you, and discovering their secrets can be as much fun as skillshooting. The Polish studio included a deep, multi-layered story in a game that at first glance may seem to be a mindless shooter.

“The plot in *Bulletstorm* has many dimensions. The most obvious is the motif of escaping from the planet and killing Sarrano. But we’ve got also unique team dynamics. The protagonist is accompanied by various characters. They all hate each other and would be glad to kill the rest but they need each other to survive. Moreover, the characters are interesting by themselves. We’ve got Grayson’s search for redemption, Ishi’s struggle to save his humanity, Trishka’s disillusionment with Sarrano, and eventually the spectrum of Sarrano’s machinations. There’s a hell lot of non-intrusive storytelling. Usually only during their second playthrough people start to notice writings on the walls or pay attention to conversations the characters have outside cutscenes,” says Adrian.

What does Adrian like most about the story? You’ve read about the newsbots. You know they’re collectible and allow for a skillshot. But they’ve got one more purpose:

“If you listen to the messages the newsbots are broadcasting before you destroy them, you’ll notice that those pieces of news put together make a story. They’re propaganda texts depicting Elysium as a tourist paradise. However, every message gets weirder and weirder. They mention some mutants, radiation threats, and acts of cannibalism. Eventually everything is made clear and the evacuation alert is issued. From the newsbots, you can understand much of what happened in Elysium. It’s easy to miss, but if you are patient and observant, you can enrich your experience. Even our multiplayer mode is tightly connected to the main plot and interweaves with the single-player campaign.”

“My final advice, or maybe a request, for players: If you’ve bought our game, do not hurry. Don’t rush through it. If you stop to look around, you may notice many little touches. You can get so much more from the game.”

### Author Acknowledgements

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Higher levels mean new skins, costumes, winning poses, and titles (up to the final one called Final Echo).

In Anarchy, you can also find special kills unique to each map. Most maps have at least two such skillshots. It’s really hard to miss them. On the Dead Rock map, there’s a huge tornado swirling in the very center so it’s truly obvious. A little less so is the dinosaur skull located in one of the corners of the map. But before you throw an enemy between its teeth, ask your teammates to ignite the guy or tie him with a flailchain at the very least.

One more thing: Although Anarchy is a cooperative game mode, there’s a competitive



Another view of the service tunnels beneath the city.



A waste disposal area in the undercity.



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## PRIMA Official Game Guide

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### About the Author

David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64. His first foray into the gaming industry came in 1995, as a scenario designer for SSI's WWII strategy game Steel Panthers™. As online gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998, he co-founded and co-hosted Game Waves, a weekly webcast featuring industry news and game reviews. David's involvement with Prima Games began in the late 90s. Since then, he's contributed to and written dozens of titles for Prima Games, including guides for Battlefield 2142™, Army of Two™: The 40<sup>th</sup> Day, and Medal of Honor™.

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